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COMPUTER AND VIDEO GAMES FEB 1998







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FAST REFERENCE TO EVERY GAME IN CVG.

SONY PLAYSTATION

SEGA SATURN

NINTENDO 64

PC

GAME BOY

ARCADE

WEAR SPECIAL GOGGLES TO VIEW THIS PAGE

EDITORIAL

EDITOR:
PAUL DAVIES
DEPUTY EDITOR:
TOM GUISE
ART EDITOR:
JAIME SMITH
DESIGNER
TONY CORMACK
SENIOR WRITER:
ED LOMAS
SENIOR WRITER:
STEVE KEY
STAFF WRITER:
ALEX HUHTALA
MANAGING EDITOR:
ADAM SMALLMAN

CONTRIBUTORS:
TOM COX, PAUL GLANCEY, EDDIE PARK, IRENA POGARCIC, KEITH AINSWORTH, CARL WHITE.
THANKS TO:
MARK MASLOWICZ, JASON FITZGERALD, DAVE AT FIRE INTERNATIONAL.
SPECIAL THANKS TO:
PETER DEVERY AND LIZ ASHFORD (YOU SAVED OUR LIVES!)
US CORRESPONDENT:
MATT TAYLOR
JAPAN CORRESPONDENT:
WARREN HARROD

Editorial and advertising:
0171-972 6700
Editorial fax:
0171-972 6715
Advertising fax:
0171-972 6755
Subscription and Back Issues:
(9.30–5.30 Mon–Fri):
01858 468888
CVG Tactical Bunker:
37-39 MillHarbour,
The Isle of Dogs,
London E14 9TZ

PUBLISHER:
Harry Attrill
COMMERCIAL DIRECTOR:
Sandra McClean
ADVERTISING MOORE:
Julie Moore
SOFTWARE MANAGER:
Chris Perera
CONSUMER PROMOTIONS MANAGER:
Laurence Robertson
AGENCY SALES EXECUTIVE:
Genene Dick
MAIL ORDER EXECUTIVE:
Kathryn Clements
ADVERTISING ASSISTANT:
Annabel Green
PRODUCT MANAGER:
Kirstin Ritchens
MARKETING EXECUTIVE:
Zoe Wharnsby
GROUP PRODUCTION MANAGER:
Sam Lee
AD PRODUCTION MANAGER:
Emma Minford
SYSTEMS MANAGER:
Sarah-Jane Leavey
SCITEX MANAGER:
Sarah Best
TECHNICAL SUPPORT:
Paul Williams
PUBLISHER'S ASSISTANT:
Michelle DeSouza
FACILITIES MANAGER:
Robert McBride

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CAMPAIGN FOR GREAT GAMES 1998

CVG is on a mission to make playing games one of the coolest things you can do. And we want you to be part of it. As well as having a lot of fun presenting the latest games to you first, we think it's important to guide you into making the right buying decisions. But you'll need to trust us. We're not asking for your blood, just your respect. It's sad when we hear people saying that the magazines can't be trusted! WE can be trusted!

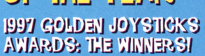
In return for your loyalty we will always work to make sure CVG gets better and better every month. If we didn't believe, if we weren't so committed, we would've died at our desks years ago!

We're living for some incredible developments through 1998. For once in a long time these aren't all technology related. More than ever before the focus is going to be on great games, and the ability to distinguish between these and average software (nothing worse than an average game!).

Let's take '98 together, and may the best games win!

Paul

YOUR REVIEW OF THE YEAR



golden joystick awards 1997

The awards ceremony for the Golden Joysticks Awards were held at the fancy Café de Paris in London's West End recently. The awards are particularly special to games companies, as they are voted for by the people who actually buy and play their games – that means you! Gorgeous model (and old friend of Steve and Ed's) Kelly Brook handed out the awards to the people and companies responsible for making 1997 one of the best years ever for video games. Our lovely Editor Paul Davies jumped at the chance to collect Rare's award for Best Development Team when it turned out that they couldn't make it to London in time, and even Ed got his little bit of fame when he won Best Review Writer! Thanks to everyone who voted over the months leading up to the awards ceremony. Take a look at the results and see whether they reflect your feelings about 1997.

CVG RATING SYSTEM



Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.

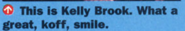
Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

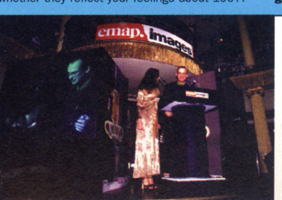




This is Kelly Brook. What a great, koff, smile.



This is Ed Lomas collecting his prize. He doesn't seem focussed.



Your host, Adam Smallman. Hands not seen.

Best Looking Game **Super Mario 64 (Nintendo/THE Games)**
Best Sounding Game **WipEout 2097 (Psygnosis)**
Most Original Game **PaRappa The Rapper (Sony)**
Favourite Game Character **Lara Croft from Tomb Raider (Core/Eidos)**
Scoop Of The Year **Goldeneye (Official Nintendo Magazine)**
Best Looking Pages **Showcase Features (Official Sega Saturn Magazine)**
Best Review Writer **Ed Lomas (CVG Magazine)**
Best Advert **Tekken 2 TV Ad (Sony)**
Best Development Team **Rare**
Best Software House **Sony**
CVG Magazine Best PC Game **Quake (GT Interactive)**
Official Sega Saturn Magazine Best Saturn Game **Fighters Megamix (Sega)**
Official Nintendo Magazine Best Nintendo 64 Game **Super Mario 64 (Nintendo/THE Games)**
PlayStation Plus Magazine Best PlayStation Game **Resident Evil (Virgin)**
CVG Magazine Game Of The Year **Super Mario 64 (Nintendo/THE Games)**

PAUL: NOT A WINNER!

CVG TEAM'S REVIEW OF THE YEAR 1998

PAUL DAVIES
EDITOR
CURRENT FAV GAMES:
- GOLDENEYE
- POCKET MONSTER GB
- F-ZERO X
- ZELDA 64
- DIDDY KONG RACING

BEST OF 1997
Seeing Nintendo come back from intensive care at the end of the year made my heart glad. Space World '97 is an event I'll never forget – incredible excitement. The success of *Final Fantasy VII* in the UK restored my faith in the power of great games. First look at *Tekken 3* just before Christmas!

WORST OF 1997
The delay of *Quake 2*. The delay of *Yoshi's Story*. The delay of *Zelda 64*. The delay of *F-Zero X*... DELAYS! Watching the Saturn slowly fade away, despite having some awesome games launched, and more on the way. Watching Nintendo let Sony wipe the floor with them in Japan.

HOPES FOR 1998
For videogames to become 100% fun again, lose the pretentious rubbish. For people to buy a games machine because of the games it offers, not for the image. Then we'd have a great market in the UK. Sega to unveil their new machine. Nintendo to keep their promise about N64DD (actually release the thing!). Nintendo to get *Pocket Monster* over here before Christmas 1998.

TOM GUISE
DEP EDITOR
CURRENT FAV GAMES:
- QUAKE 2
- BURNING RANGERS
- LOST WORLD COIN-OP
- RIDGE RACER REVO.
- BLOODY ROAR

BEST OF 1997
Sega proving they're still top in the arcades with *House Of The Dead* (best gun game ever), *Scud Race* and *The Lost World*. *Time Crisis* and *Point Blank* coming to PlayStation with a Namco gun. *PaRappa* getting a UK release. The explosion of *Quakeworld*! *Dungeon Keeper*. *Quake 2* arriving.

WORST OF 1997
The horrific spawning of *Mario 64* clones like and *Croc* and *Gex 2*. Sega passing top arcade conversions onto lesser teams. Project Sonic failing to produce the *Sonic* game I want. *Mariokart 64* proving to be a turkey. No sign of a home conversion of *Virtua Fighter 3*. My PlayStation exploding.

HOPES FOR 1998
Sega to release an awesome new console at a reasonable price, backward compatible with Saturn, uses Saturn pads (and thus the excellent Virtua Gun), with launch games being *Sonic*, *VF3*, *Scud Race* and *The Lost World*. Most of all though, for it to be internet-compatible and bring multiplayer *Quake 2* to the masses. Come on Sega!!

JAIME SMITH
ART EDITOR
CURRENT FAV GAMES:
- MAC QUAKE
- SF3 2ND IMPACT
- STEEP SLOPE SLIDERS
- SF ALPHA 2
- GAMEBOY TETRIS

BEST OF 1997
1997 was a good year for games. My favourites being, (not in order) *Streetfighter 3*, *Streetfighter Ex plus Alpha*, *Starfox 64*, *PaRappa the Rapper*, *House of the Dead*. *Top Skater*, *Streetfighter Collection*, *Mac Quake*, *Namco Museums*, *Micro Machines*, *Rainbow Islands*, *Goldeneye*, *Rage Racer* to name but a few. It was also good to see the Playstation do so well, and restore faith in the video games market.

WORST OF 1997
Waiting for decent N64 games to come out, and then to find out that they're pretty naff. Seeing too many sequels (*Streetfighter* not included). Seeing Saturn going down the toilet. No release of M2. No release of *SF Alpha 3*. *SF3* being a bit disappointing.

HOPES FOR 1998
I want Nintendo to finally release the games they said they would release last year, ie: *Zelda*, *F-Zero X* (please!) and to be good and the DD to be a success. The new Sega machine to come out and be brilliant. I want a decent TV games show, and better conversions of import games, and I want a *Streetfighter Ex* game on Model 3. Oh yeah! I want cheaper N64 games (£30-£40), more budget games and the new machine by Jeff Minter to be 256-bit and be called Jaguar 2 (with 4096 colours on screen).

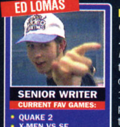
STEVE KEY


SENIOR STAFF WRITER
CURRENT FAV GAMES:
- ISS 64
- QUAKE 2
- DIDDY KONG RACING
- X-MEN VS SF
- ACTUA SOCCER 2

BEST OF 1997
For me it would have to be the rebirth of the N64. It now houses one of my all-time favourite games, in *ISS 64*, the awesome *Goldeneye* and *Diddy Kong*. Starring in the TV ad is also something I'll never forget. And I would also like to congratulate Sony for having their heads screwed on. Without them, this Industry would be dead.

WORST OF 1997
Seeing Everton go from bad to embarrasing to the point of losing to Spurs. The continuing decline of the Saturn too, which is still a damn good machine. And finally the public for still buying the brand name games like *FIFA*, regardless of how good they are.

HOPES FOR 1998
To go to the World Cup and see England go all the way. Nothing would make my year more. *Resident Evil 2* and *Tekken 3* to get awesome British conversions. And the price of beer to come down enough so that I can get really drunk on £10.

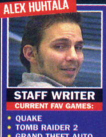
ED LOMAS


SENIOR WRITER
CURRENT FAV GAMES:
- QUAKE 2
- X-MEN VS SF
- QUAKE
- STEEP SLOPE SLIDERS
- WIPEOUT 2097

BEST OF 1997
Quake, *WipEout 2097* and *NiGHTS*, even though they all came out in 1996. I've played these three games more this year than practically anything else. It's also good that the popularity of the PlayStation has helped genuinely great games sell well even though they're not the usual sort of thing that does well – *Abe's Oddysee*, *TOCA Touring Car*, *Final Fantasy VII*, and so on. And arcades have become cool again thanks to Sega and Namco.

WORST OF 1997
Another terrible *FIFA* game getting to number one again. Why don't people wake up and stop buying them?! Games companies rushing out rubbish PlayStation and Nintendo 64 games just to cash in on the boom in sales. Saturn games disappearing off release schedules. Sega UK. *Fantastic Four*. *Iron Man X/O Manowar in Heavy Metal*. *Mortal Kombat Mythologies*.

HOPES FOR 1998
Sega's new machine to have a good start. A new *Sonic* game (like the Mega Drive ones), another *NiGHTS* game, *Colin McCrae Rally* from CodeMasters to be really good, *Street Fighter 3* and *Vampire Savior* from Capcom to be good on the Saturn, a good game featuring time travel, and I want even more people to realise how much fun games are. And finally, for Pink Floyd to release a new album and go on tour. Mega!

ALEX HUHTALA


STAFF WRITER
CURRENT FAV GAMES:
- QUAKE
- TOMB RAIDER 2
- GRAND THEFT AUTO
- FINAL FANTASY VII
- DIDDY KONG RACING

BEST OF 1997
In no particular order: *Final Fantasy VII*, *Grand Theft Auto*, *TR2*, *Goldeneye*, *Tamagotchi*, *MMV3*, *Diddy Kong Racing*, *Top Skater*, *Actua Soccer 2*, *House of the Dead*, *Castlevania*, *Interstate '76*, *ISS 64*, *Sat Bomberman*, *PaRappa*, *Time Crisis*, *Monkey Island 3*, *Dead or Alive*, *Rage Racer* and *Quake 2*. It's been a brilliant year for games, . because this is just the tip of the iceberg. Now if only I could find some time to play them all!

WORST OF 1997
Nintendo and their slow start to the year, and THE Games for messing about with the price of the N64 so much, upsetting a lot of people in the process. Rival magazines who don't review games properly and rate inferior products so highly. Sega becoming an underground guerilla movement, who sneak their games into shops without telling anyone about it.

HOPES FOR 1998
Sega to make games for the PlayStation, until their new console is out. That way they can win over some admirers. When the console is released it should be no more than £150, and have some major advertising to let everyone know about it. More original games, and England to win the World Cup three-two versus Germany, with David Seaman scoring the winner with an amazing goal kick!

TONY CORMACK


SLAVE
CURRENT FAV GAMES:
- MAC QUAKE
- WIPEOUT 2097
- ACTUA SOCCER 2
- COOL BOARDERS 2
- STEEP SLOPE SLIDERS

BEST OF 1997
Gamewise *Top Skater* has definitely got to be my best of '97. WOW what a totally AWESOME arcade game. So good I wish I could afford to own it, now that would be awesome. Personal fave cool games of '97 include *PaRappa the Rapper*, *Actua Soccer 2*, *V-Rally*, *Dead or Alive*, *Final Fantasy VII*, *Diddy Kong Racing*, and again *TOP SKATER*. NICE.

WORST OF 1997
Got dumped by my girlfriend but we're still mates HOOORAHHH! Otherwise a totally ace year, apart from being a Spurs fan that is! Well at least we stuffed Everton, so we're not the worst team in the Premiership then. The further demise of Sega. Great machine NO FUTURE. What next, hey?

HOPES FOR 1998
Tekken 3 to totally kick ass on the Playstation and someone to develop a great console skateboarding game. Come on everyone, surely it's time. N64 to keep in the fight with Sony – healthy competition is the only way forward for any growing market! Hopefully I'll become the best snowboarder in the world and as a consequence never have to do a real job again. England for France '98. Loads more cool skate trainers, maybe even a national ban on the wearing of proper shoes!



NEWS



POCKET MONSTER PANIC HITS JAPAN!

TV SHOW PUTS AUDIENCE IN A TRANCE! OVER 700 KIDS SENT TO HOSPITAL!

No sooner do we choose to reveal the *Pocket Monster* phenomenon to the UK, when it turns into the biggest scare story to hit Japan this year!

The cause of this sensational panic that spread across Japan is the weekly anime series 'Pocket Monster'. It is believed the episode broadcast on Tuesday 16th December contained unusual special effect scenes which sent 729 children (from three to 20 years old) to hospital sufferring from convulsions, spasms and seizures!



This girl is cute, but don't fall for her – she's one of the bad guys!

Most were released the same day but 208 were kept in for observation due to their poor condition. Thousands of other children complained of headaches, saying they became ill while watching this episode of Pocket Monster, though doctors say that they will recover fully in a matter of days.

Tokyo TV, who produce and broadcast the series, held an emergency press conference the next day to announce they had launched an investigation into the case. They called in specialists from all fields, including doctors, to analyse the cause of this incident. However, several TV stations have already decided to ban showing the cartoon again. Indeed, Tokyo TV have said if they can't find the cause before next Tuesday they will cancel future episodes of Pocket Monster!

In the days that followed, TV and newspapers were still leading with the Pocket Monster panic as children unaware of the dangers were watching recorded copies of the Pocket Monster cartoon. Scientists stressed that watching this program was highly dangerous and that parents were to prevent their children from watching this program at all costs.

Specialists interviewed by the press went further by saying that this incident wasn't solely confined to TV but could be produced by video games as well! It's simply a form of epilepsy which many people have without even knowing about it. 'Photosensitive Epilepsy' can be triggered by certain flickering lights in different people. It seems that the cartoon had an unfortunate combination that affected over 700 such people.

With past episodes available to rent and a Pocket Monster movie planned for next year, anxious parents were in a state of panic to protect their children from the dangers of the Pocket Monster cartoon. As expected, the tabloid press stirred up a sensation by feeding off the Pocket Monster craze, causing hysterics around the country.

Just before the massive pre-Christmas shopping season this is a massive blow to the Pocket Monster boom as parents, worried about the dangers, search for alternative toys as Christmas presents. Just what effect this shock will have on the Game Boy *Pocket Monster* game and this year's various N64 game related spin-offs is not yet certain, although in the hours after the story first broke, Nintendo's share prices dropped at the Stock Exchange.



Pikachu, the most popular Pocket Monster in the series.

CVG PUTS FORWARD A HUMAN GUINEPIG TO TEST "EVIL" FOOTAGE!

We wanted to know exactly what all the fuss was about so we got our Japanese Correspondent, Warren Harrod, to watch the reputedly dangerous Pocket Monster cartoon episode.

The episode sees the heroes trapped inside a computer world having been digitised by a crazy professor who put them in there to battle villians who were stealing Pocket Monsters from inside the computer. He gives them a special man-made creature called a Polygon Pocket Monster to help them, but the computer thinks they are a virus and so tries to elimate them. When the anti-virus software attacks the heroes who are flying around on the Polygon Pocket Monster the explosions use a special anime effect to make it look a little different from normal – a digital explosion effect. In order to do this they changed the light of the explosion between red and blue very quickly which created a flickering effect. This flashing light is considered to be the cause of all the illnesses that occurred. Those people (suffering from slight photosensitive epilepsy without even knowing) who stare at this light (young children are particulary vulnerable) at close range for too long are susceptable to the previous mentioned convulsions, spasms and seizures!

This is the first recorded happening of this kind of incident in Japan although several years ago a similiar panic occured in England when tabloid press claimed that the Super Nintendo Entertainment System was responsible for causing similiar effects.

WARREN HASN'T BEEN ABLE TO TALK OR FEED HIMSELF SINCE WATCHING THE CARTOON. BUT THIS IS NORMAL FOR HIM – HE GETS REALLY EXCITED ABOUT POCKET MONSTER ANYWAY!

PSYGNOSIS AND CORE CONFIRMED FOR NINTENDO 64

Top Nintendo Producer, Shigeru Miyamoto, has confirmed Psygnosis and Core as developers for Nintendo 64.

During a recent interview with the Official Nintendo Magazine, also attended by CVG, Miyamoto said, "now Psygnosis have started working with Nintendo and Core Design, the creators of *Tomb Raider*, have also started work on the N64 as well. I'm really looking forward to their software."

Psygnosis, publishers of *WipEout*, and Core, who developed *Tomb Raider 2* for Sony, are so far unable to announce details of their N64 projects. We'll leave the speculation to you at this stage.

JAPANESE PATENT VICTORY FOR SEGA

Sega have finally had a patent application approved on some common bits of 3D video game technology.

They now have a Japanese patent (it doesn't apply to games made anywhere else in the world) on the technology that allows a player to move the 3D camera angles around in a game. This means that their common "VR Buttons" – the four view change buttons on games such as Virtua Racing and *Daytona USA* can't be used by other companies without paying Sega loads of money. They now stand to make millions of pounds by getting royalties from major developers who have used this patented technology. The patent application took almost five years to be approved, and came as a surprise to some people. Atari had a similar application refused when they tried to patent sideways scrolling in a video game. Poor old Atari.



TOMB RAIDER 2 FINALS TO BE HELD 3:00PM – JANUARY 24

Get your lazy ass down to HMV's Trocadero store (London) for the HMV/CVG Challenge grand final.

Finalists from all over the country will be arriving to compete in the gymnasium stage for the fastest time possible. The winner will walk away with an awesome prize! See you there!

THE DATE: 24TH JANUARY

THE TIME: 3:00 PM

THE PLACE: HMV GAMES
TROCADERO BRANCH



ARCADE NEWS



SEGA REVEAL HOT NEW ARCADE GAMES

On the 2nd of December 1997, Sega held their annual private Winter Arcade Show for press and industry members at their headquarters in Tokyo. As always, CVG was first in line to play Sega's 1998 arcade games!

HARLEY-DAVIDSON & LA RIDERS

AM #1
MODEL 3
90% COMPLETE
RELEASE: DEC '97
(C) SEGA 1997, HARLEY-DAVIDSON MOTOR CYCLES OFFICIAL LICENSED PRODUCT

Since AM1 proved themselves with the fantastic *House of the Dead*, their next arcade game has been eagerly anticipated.
It's a racing game which is said to capture all the thrill and excitement of the American Dream, letting you race a massive Harley-Davidson around the streets of LA. Sega's fantastic Model 3 arcade system is used to create incredible 3D graphics, with an entire city for you to roam at will. In a similar way to Konami's *GTI Club Rally* you can travel anywhere in the city you want, as long as you pass through the checkpoints within the time limit.
There are five different Harleys from which to choose, including the FXRP Police Motorcycle and the FLSTF Fat Boy, all with their own distinctive sampled engine noise and handling characteristics. The bikes all use both front and rear brakes and even have a music select button in case you're not too keen on your current tune. Plus up to four machines can be linked together so that you and your greasy mates can all race at once! Expect *Harley-Davidson & LA Riders* to be released around the UK in the Spring.





***Harley-Davidson & LA Riders* looks excellent! You can race anywhere you want in the city.**



Even the machine itself is impressive. The enormous bike makes a brilliant load of noise!

GET BASS

AM #1
MODEL 3
100% COMPLETE
RELEASE: SOON
(C) SEGA 1997

An arcade fishing game may sound like a terrible idea, but Sega's new Model 3 game *Get Bass* is very impressive. AM4 (the division which designs and builds all of Sega's arcade cabinets) have created a machine which fights against you exactly as a real fish would.
The giant 50 inch screen makes the fish look completely realistic, and the rod moves differently depending on the size and type of fish you catch!.
The idea is to catch a specified weight of bass before the time limit runs out. If you do, you move onto the next stage. The first three stages you can choose around set around Lake Paradise – the Lodge, Cape and Inlet. Once these are completed... well, you'll have to wait and see!







If you want to play *Get Bass* in the arcade you should dress up like the guy here.

ALL JAPAN PRO WRESTLING FEATURING VIRTUA

AM #2
ST-V
100% COMPLETE
RELEASE: SOON
(C) SEGA 1997, ALL JAPAN PRO WRESTLING FEDERATION

A*ll Japan Pro Wrestling Featuring Virtua* has been available on the Saturn in Japan for a few months now and is surprisingly good.
It features real Japanese wrestlers along with Wolf Hawkfield and Jeffry McWild from the *Virtua Fighter* series (that's where the "Featuring Virtua" bit of the title comes from). It's now on its way to the arcade on Sega's ST-V board – basically a Saturn in an arcade cabinet, with the games running from giant cartridges. The arcade version has everything from the Saturn game plus improved computer intelligence which responds to your fighting style more than before. It's not likely that *AJPWFV* will ever come out on the Saturn over here, so if you want to play it you'd better start hunting around some arcades!

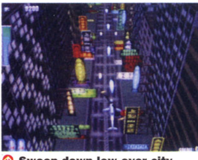


Jeffry McWild has swapped shark fishing for professional wrestling. There's more money in it.

ZERO GUNNER

PSIKYO
MODEL 2
?% COMPLETE
RELEASE: SOON
(C) PSIKYO 1997

Z*ero Gunner* is a simple game to play – you choose from three helicopters, the Cobra, Apache or Gunship and battle against terrorists threatening world security.
The action is viewed from an overhead perspective like many classic shooting games, only it's running on Sega's fantastic Model 2 board and has excellent 3D graphics. Loads of enemies attack as you fly around the world and past famous landmarks such as the Statue of Liberty and the Leaning Tower of Pisa. Some of the enemy attack vehicles are absolutely enormous! *Zero Gunner* could be a surprise big hit!



Swoop down low over city streets, then destroy them!

SKI CHAMP

AM #1
MODEL 3
90% COMPLETE
RELEASE: JAN '97
(C) SEGA 1997

S*ega Ski Super G* was released a year ago in Japan but is hard to find in the UK. It's excellent fun but is set on a Super G downhill course.
Ski Champ is a completely new extreme skiing game in which you start off being dropped from a helicopter at the top of a mountain. On the way down you get to choose your route at two major junctions. There are all sorts of events you wouldn't find in a serious skiing game – avalanches, cargo trains crossing your path, forest fires and even herds of wild animals! Each of the four characters has their own unique abilities and skiing style, hopefully giving the game more lasting appeal.



As you can see, Ski Champ isn't a serious skiing game. You get to ski across all sorts of wild obstacles and past amazing scenery.

namco®

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The characters shown are only to give an idea of the look of the game. They may change completely for the final version.

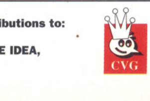
HELP DESIGN AN ARCADE FIGHTING GAME!

NAMCO OF JAPAN REQUEST THE INPUT OF CVG'S READERS!

These are the first screenshots of Namco's next arcade fighting game – so far the only pieces of information released. No name, no definite characters, no gameplay details. We DO know that it's running on Namco's System 12 arcade board (the same one as *Tekken 3*) and it moves at 60 frames per second (very smooth indeed). As you can tell it looks very similar to Namco's *Soul Edge*. A sequel maybe?
The reason for Namco not revealing anything else is that they are running a competition in Japan for gamers to come up with ideas. The winners get their suggestions in the game as well as special Namco jackets and CG images signed by the game's developers.
But don't feel left out – Namco of Japan have specially requested that the readers of CVG have their say! You, yes YOU could have your ideas in what is potentially the best fighting game ever!
What Namco want is ideas for new moves that can be used in the game, plus striking costume or character designs. Don't waste your time with detailed portfolios or loads of ideas – we just need short, simple descriptions or diagrams which will stand out from the expected thousands of entries. We'll go through all those we receive and send the best ones on to Namco's developers in Japan. If you're lucky you'll see your ideas being used in the game when it's shown properly later this year!

Send your BRIEF contributions to:

NAMCO FIGHTING GAME IDEA,
CVG,
37-39 Millharbour,
The Isle Of Dogs,
London,
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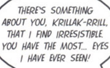
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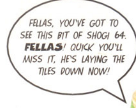








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LONDON E14 9TZ

WE DON'T DO PERSONAL REPLIES. JUST IN CASE YOU WERE THINKING ABOUT IT. SORRY.

MAILBAG.CVG@ECM.EMAP.COM







Welcome to a bumper Mailbag this month. Comet have joined the swelling ranks to provide you with an awesome prize every month, so get scribbling. By the way, we edit most of your letters if they don't make sense, but occasionally some will be left as they are, for reasons that are obvious if you read them. Just so you know.

THE GOOD, THE BAD AND THE UGLY

Dear CVG,
When I went down to my newsagents to get my hands on the latest issue (192) of my favourite mag, I was shocked! On the cover there were five fat, ugly, disgraceful, bad looking so-called babes. Do you know what I mean? How can someone ever put the "Playback" girls on our beloved mag? I hope this won't happen again, but don't worry, I'll still buy the next issue.
John Roeberg, Norway.

Dear CVG,
I couple of weeks ago, I sent you a letter complaining about the cover (Spice Girls). But this time I'm writing to thank you for putting Louise on the cover. She's gorgeous isn't she? Well, thanks CVG! Keep up the good work!
John Roeberg, Norway.



Hi there CVG Guys!
Thanks for the recent #193 December '97 issue, which I've only just received. Your cover story on Louise, pfworr, hubbidaa, hubbidaa! Any chance of some signed piccies of her to keep our wilting spirits high, or even higher, in case Saddam throws a wobbly?
Baz.T-Y.Song, The Sickbay, H.M.S. Invincible.

Dear CVG,
I can guarantee you will not read much into this but here goes: CRAP. That sums up CVG in one word. What the hell has happened? CVG used to be the God of magazines, but not now. You have tried to change attitude and become pathetic in the process. I'm not even sure you are a games mag anymore. Where is the logic in a games mag dedicating a mere quarter of a page to one of the best PC games around in *Jedi Knight*, and SIX BLOODY pages to an interview that has practically no impact on the gaming world? You are becoming a pathetic, teenager magazine. This month you talk to Louise about cooking and her boyfriend, and waste six pages doing so. Sorry, there may be something about games in there, but I can't be arsed to find out. *Parappa* doesn't count as a game, you said it yourself. Last month, lets waste the front cover and 4 pages talking about a game that we have NOTHING ABOUT. Yep, the Spice Girls. OK, what next month? Who cares. Its just a cheap ploy to make teenage boys see your mag and say 'girl content- schwing' and buy it. Great. It may surprise you that someone buys your mag for games coverage. SHOCK! What's next for CVG? Change its name to FHM? Who knows. Maybe, just maybe, they will get back to what they once considered the main issue of the mag: games.
JedahTJedi via E-Mail.

Dear CVG,
If you have any spare copies of *Parappa the Rapper* or any of those cool Parappa hats Louise was wearing in the Christmas Editorial, feel free to send me one.
Nicholas Andrews, Stoke-on-Trent.

Dear CVG,
First of all, I have to say that CVG is an excellent magazine, the way you talk about games, introducing it, especially Mailbag because it show what people are interested etc. The reason I am writing this letter is because I am fans of Louise and so I wonder if you could send me some of the photo that was taken during the review by Louise in issues 193 about a game called *Parappa the Rapper* on the playstation thank you!
I am sorry for any inconvenient but hopping to hear from you soon thank you!!!!
Mr K K Wan, Macclesfield.

Dear CVG
Well I am reading through my new CVG and I get to page 16 and to my surprise (yes I did look at the front cover) I saw the biggest load of b******s I have ever seen. I thought this was CVG, Computer and Video Games not a f****** teen mag. You are supposed to talk about games, not where Louise went to school and what she thinks of *Parappa the Rapper*. What's next? Danny La Rue on what he thinks of *Ace Combat 22* and can he play it better dressed up as a woman? I have recently been buying your mag as it's usually very good, but I didn't buy the one with the Spice Girls on it, because it was the crappest issue in a long time. And this one follows suit. Please get back into shape as you're our only hope of a decent mag.
Garth Coleman via E-Mail.

Dear CVG,
Your issue #193 was top notch. I especially liked the cover (Louise, sha-wing!). The Christmas buyers guide was absolutely brill as well. My Santy list is finally complete. Whatever yee do at CVG, keep it up. It's great.
Darren O'Sullivan, Co.Cork, Ireland.

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There has never been a better reason to put pen to paper and write to CVG. If your letter is chosen as Star Letter, Comet, one of the leading electrical retailers, will give you the choice of a Nintendo 64, Sony PlayStation or a Sega Saturn plus five top games from the Game Zone Top 10 (by format) each month in CVG and in Comet stores nationwide – so get writing!

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CVG LOOKALIKES CLUB

Dear CVG,
As I was settling down with my copy of CVG, reading Ed Lomas' excellent opinions on reviewing games and the excellent Freeplay section, I noticed that the CVG team look like certain pop stars and actors.
Paul Davies = John Travolta (according to my mum)
Alex Huhtala = Paul Whitehouse
Steve Key = Roger Taylor (Queen)
Tom Guise = Elton John
Ed Lomas = Brian May (Queen)
Jaime Smith = Freddie Mercury (Queen)
Mathew Ballmen, Castleford.

CVG: As we speak, the CVG Queen tribute band is forming and you can expect news of the tour soon. Look out for the special guest appearance from Elton and stand-up from Paul Whitehouse. Oh and Tony Cormack making a supporting role as Worzel Gummidge.

MARVEL AT MY KNOWLEDGE

Dear CVG,
First, I'm sorry. I know you asked for cheery letters but I do have a rather pitiful complaint against God's own magazine, CVG. In issue #193 you reviewed *Marvel Super Heroes* and there was a section entitled "Richards! Curse you Richards!" in which you asked the question "Where are the Fantastic Four?". You then stated that Blackheart and Shuma Gorath should not have been in the game as they were nobodies from the Marvel Universe. Here is my problem. Capcom needed more villain characters so in came Shuma Gorath and Blackheart. I agree that they could have chosen better charac-





COMET STAR LETTER

Dear CVG,
I am writing regarding the Louise cover story which happened to waste a good six pages of what I consider to be the best multi-format games magazine on the market. Those pages happened to be the crappest and most obvious attempt at plugging a pop star I've ever read. Your reason for putting Louise on the cover was a weak one and the link with Parappa a cynical one. Some readers may have seen the feature as a good way to branch into a mainstream market by getting a good looking pop star who knows as much about video games as my gran (and she's dead), to talk a load of boring crap about nothing in particular.
Thinking about it, I really do care if Louise thought about doing kick-boxing, and I am extremely interested in stinking school she attended when she was younger, not to mention the numerous jobs she had before she was famous. What a thrilling read!
I believe the CVG reader to be more discerning and not taken in by the pop sensation, but maybe I'm wrong. So please don;t sell out and turn CVG into a general interest magazine for the masses.



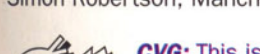
David McRitchie, Peterborough.

ters such as Venom, Sabretooth etc. but I strongly disagree that Blackheart is a nobody. As any true Marvel fan would know, Blackheart is the son of Marvel's very own Beelzebub, Mephisto, who is now dead. I must admit however that I do not have the faintest idea who the hell Shuma Gorath is. If any readers know, can they write in and tell me please.
Andrew Fox, Sidcup.

TOM: The game is called *Marvel Super Heroes*, not Villains, and you shoot your argument in the foot by instantly coming up with two better choices of bad guy. As for Blackheart being Mephisto's son, so what? He's still a two-bit rubbish character who has even been beaten by Daredevil. So shut up.

THE JAMES SCUTCHER BACKLASH!

Dear CVG
Firstly, your mag is great and I get it every month. But in Issue #193 I read James Scutcher's letter and it was quite funny. I then read on and found the *Sonic* cheat. Well, last night I was reading a dead old mag and it had this *Sonic* cheat in! I think that he has read this mag and copied the cheat, because I had never heard of or seen this cheat before. Plus, I doubt it had been in any other mag before.
Simon Robertson, Manchester.



CVG: This is literally one out of the hundreds of letters we received on this subject and every one said the same thing. The letter was a sarcastic dig and we thought it was funny, so we gave him a game. It doesn't mean that you'll win a game for sending in cheats for old games, so please STOP! We thought you lot were smarter than that.

DESPERATE FOR WOMEN? ME? NO WAY!

Dear CVG,
I own an N64 and at the moment I am very pleased with it. But, I think developers for N64 should take notice that all the people who have N64s are not all little kids who are about eight years old. I mean, in adverts, Nintendo use the cover of the d*** game, while Sony use Jo Guest in nothing but a T-Shirt. The older player is more likely to buy the Sony product aren't they? And the PlayStation has games like *Tomb Raider 2* with sex appeal. Lara Croft is now a cult, but why? Because she's sexy of course! I do not own a PlayStation so I'm not moaning at all, but I think I have a d*** good point. Thank you.
DA, Mossley

CVG: What on earth does 'd***' stand for? Damn? Ohhh nasty words.

GIVE US A WARNING PLEASE

Dear CVG,
I bought *Command & Conquer* a few months ago and I didn't know that the sequel *Red Alert* was coming out. I think games should have a warning on them telling you if and when a sequel is coming out, or even magazines (preferably CVG) having a column which has a list of games that a sequel has been planned for. Do you think I'm right because I do.
Ashley Longhurst, Harlow.

CVG: Not only is this a stupid idea, but it's one that is virtually impossible to carry out. For a start, sometimes a games company doesn't even know if a sequel is coming out. They may have plans for one, but nothing concrete will have been decided. Secondly, that is what we're here for. If you bought the first game, and are thinking about getting the follow-up, check our reviews. We'll tell you if it's worth getting. Easy.

SHIVER ME TIMBERS

Dear CVG,
I think Waterhouse in issue 193 is an idiot. I mean piracy is a bad idea anyway, but the nearest I'm gonna get to a pirate game is *Overboard*.
Dean Robinson, Brentwood.

CVG: We had many responses to Simon Waterhouse's letter and thankfully, they were all against piracy. Good to see you know what's best.

ARRGHH! PARENT GAMERS

Dear CVG,
I was playing on my game *Croc* and was doing very well so I saved it. Then, I packed up to watch TV for half and hour. When I came back, my mum was playing *Tekken 2* but not like any mother. She was playing it like an expert who had played the game many times before. Since then my life has changed. My mum is always doing flips around the house and she is always playing *Tekken 2*. Now I never get to my PlayStation when I come home from school. You're lucky it hasn't happened to you but I'm going to give you a piece of advice: Never let your parents near your PlayStation otherwise they'll never get off it, and you'll have to resort to packing it away or hiding it to stop them getting addicted.
Richard 'Tekken Croc' Dowe.

CVG: We suspect that this letter has nothing to do with the fact that your mum is a bit warm at *Tekken*, but more like she kicks your butt when you play her. Think of the shame, being beaten by your mum...

STRAIGHT FROM THE HORSES ARSE

Dear CVG,
I'll make this short and sweet. Spice Girls are crap. Yes crap. Why bring out a Spice Girls game? THEY ARE TRYING TO TAKE OVER THE WORLD WITH THE CRAP THEY PLAY!
P.S. Want to send me a signed poster of them anyway? And Lara Croft for my mate.
Alan Ross, Ayrshire.

CVG: We found this letter after we cleared the huge pile of Lara Croft and Spice Girls posters off our desks and burnt them. Never mind.

Dear All you ker-azy lads at CVG,
Yes, yes, yes, yes, yes! Sonic Team I LOVE YOU ALL! Toot toot Burning Rangers!
Will Curley

Dear CVG,
Will the zany Steve Key Sega ad be coming overseas? I really want to see it.
John 'Magus' Petropoulos.

CVG: No. Thank God.

Dear CVG,
There are some silly people out there. An Oasis computer game would be cack. I think Marylin Manson would make a good game.

Dear CVG,
Please feel free to trim down this letter in ord...
Neil Hughes. Carmartenshire.

Dear CVG,
When Sega's next console comes out, imagine the names of the magazines dedicated to it. Dural Power, Official UK Dural Magazine and Dural Pro. Arf arf.
Craig Smith, Malvern

NINTENDO 64DD

•BY: NINTENDO •OUT: TBA •PLAYERS: N/A

Maybe a few of us were beginning to believe Nintendo had lost the race against time. Truth is, they're the only company to have arrived at a completely new version of the future.

Space World – Nintendo's annual show of wonders from some of our planet's best designers of games and games hardware. Some years the name Space World seems pretty overstated for what is essentially a bunch of games playing in some large hall. Space World 97, however, was charged with a magic that certainly seemed extra-terrestrial. By comparison The PlayStation Club Festival, which happened a week earlier on the same site, was made to look like the Antiques Roadshow.

MARIO ARTIST SERIES

The inventor of Mario, Shigeru Miyamoto, loves creating games so much that he's found a way for everyone to share in his experience.

Miyamoto's *Mario Artist* series will eventually comprise of five installments. It allows for you to create pictures, build 3D models of absolutely anything you like, animate small CG movies, and compose music. The best part is that you can then mix and match different aspects of each package until you have a 100% custom-built routine running on your Nintendo. You can even glue your own face onto the head of someone, or any object for that matter.

Unfortunately we're unable to tell you about the music making installment (*Sound Maker*), as it hasn't been fully developed yet. The fifth is secret. However the other components were up and running at Space World '97, allowing CVG to wonder at the possibilities.



Adjust the size of the transparent cube to alter the body shape. Looks like he's enjoying it!

NEW TECHNOLOGY TRADITIONAL VALUES

At last we can understand the value of Nintendo's new N64 add-on, and especially why it's not a jumped up CD player. The Nintendo 64DD is essential to Nintendo's success story through 1998/1999, and the key to that success is exchange.

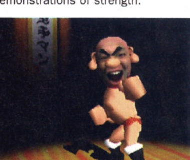
This new hardware isn't competing against the mass storage capabilities of CD. Its purpose isn't to enable large scale adventures, or recreate live music, or cool movie sequences. For this, all Nintendo require is to issue their cartridges with more memory. The purpose of N64DD is to extend the life-span of a great game, and to expand its capabilities.

We're not excited about simply adding new levels to existing games, as Nintendo already provide this service in Japan using re-writable Super NES, and soon N64, 'flash' cartridges. What we are excited about is the reality (it's gone beyond possibility) of exchanging information from one game with many others. Also the reality of making this information portable while still being able to modify it (increase strength, gain experience) courtesy of Game Boy.

We guarantee that the following information will amaze you. Nintendo have surely hit on the missing link between the way you play games today, and the way they will be played for a long time in the future.

TALENT MAKER

Combines many of the elements found in the separate *Mario Artist* discs, though it's channelled toward creating virtual pop stars (A 'Talent' is the general term used in Japan to describe someone with celebrity status). *Talent Maker* allows you to have a laugh sticking your own face onto the body of a celebrity – can be a sports hero or dance legend – and make your own dance routines, or demonstrations of strength.



That's only the half of it – the next step is to perform! Choose to demonstrate your skill in Karate, or dance before an adoring crowd. If you choose the dancing shoes, you need to prompt all the right moves from the controller.







The first step is to get some video footage of yourself, or your favourite celebrity if you like, then run it through the new Capture Cartridge. Your (or whoever's) face can then be cut out and placed onto the head of a virtual celeb.

After this you can alter the size and shape of the body; mess around with the face 'Mister Potato Head' style, adding a stupid nose, silly hair, too big ears, whatever; change the clothes to whichever colour and style you prefer.



By the far the craziest option, though, is the Game Mode. Here your crazy figure must negotiate a weirdo obstacle course with you in control. Depends whose face you've got on the guy, but Game Mode is so stupid you can't help laughing. Pity Ed Lomas wasn't at Space World to volunteer.



PICTURE MAKER

This is similar to *Mario Paint* on the Super NES. Of course the technology is much better, so allows for you and three friends to scribble simultaneously. Great fun if you're really young, then.

Older users are more likely to be impressed with the animation package. There is a 2D Movie Mode, almost identical to *Mario Paint*, and a more impressive 3D Movie Mode. Looks as though the project originally called *Creator* (from Software Creations) has been absorbed by Picture Maker to form the basis of 3D Movie Mode. Regular readers are sure to remember seeing these dinosaurs from our Space World report in 1995. It seems that you have full control over detailed 3D worlds and the 3D models placed within them. Some lovely movies of dolphins swimming around sunken ships, and Pterodactyls gliding over jungles, appeared on the video at Space World. But you can still have a laugh, by texture mapping the pattern for a panda onto a T-Rex for example.

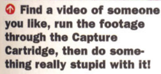


There's also a massive library of original Nintendo artwork for you to mess around with – including StarFox, Mario, and the entire cast of Pocket Monster (Don't Underestimate The Power Of *Pocket Monster*!).









Find a video of someone you like, run the footage through the Capture Cartridge, then do something really stupid with it!



Finally, *Picture Maker* marks the return of the zany fly-swatting game. Doesn't appear to be much different from the Super NES version in Mario Paint – except this time the flies are buzzing around a 3D environment. Hardly *Zelda 64* though, eh!

NINTENDO 64 MOUSE

All *Mario Artist* titles allow you to use the controller as standard, but the N64 Mouse is intended to refine your efforts. Just like a PC mouse, the N64 brand has two buttons.



CAPTURE CARTRIDGE

There's more to this than is immediately obvious. The cartridge fits into the standard N64 slot, and allows for one video, plus two audio leads to be plugged in. This enables full AV playback through N64, which can then be captured for use in one of the packages. A separate microphone socket could be a clue that Nintendo might be considering 'Blast Corps Karaoke', or something! If not, we guess it's just for people to dub their voice onto animation sequences.

Plug this into your Nintendo 64, attach the video and away you go!

POLYGON MAKER

Perhaps the most 'grown up' of the *Mario Artist* series. Polygon Maker is co-developed by Nintendo and Nichimen graphics. Nichimen helped Nintendo develop the great models used in *Mario 64*, now they're helping you create something cool.

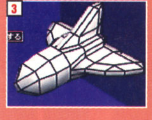
On the face of it, and certainly compared to the rest of the *Mario Artist* series, *Polygon Maker* is pretty dry. However it may prove to be the most involving of all, especially with the likelihood that your 3D character will one day take place in a 64DD game (don't suppose Nintendo haven't already thought of the idea – 'create your enemy' type scenario!). Whatever its used for, every model you create can be saved onto disc among many others.



If anything, *Polygon Maker* will help wannabe Nintendo artists appreciate just how skilled the existing staff really are. Sample models from Nintendo 64 games are available as part of the library. When you see how complex some of the characters are, you'll want to try harder at N-Geometry. And all the tools are there for you to create your own.











This sequence shows how a model aircraft is built. An SGI Workstation of your very own!

MORE TO COME

There's potential for a lot of fun with the *Mario Artist* series. It also helps demonstrate the enormous potential of N64DD as a whole. What's possible with *Mario Artist* will also be possible with Nintendo's biggest games – modifying, saving, and exchanging data.

NINTENDO 64 DD SOFTWARE LINE-UP



No live demonstration has been given of the rest of N64DD only games. However we have shots and insider information on all of them. Plus some brain-sizzling information on *Cabbage* – the project which could turn everyone who doesn't have an N64 green with envy.

1998 TBC

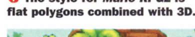


MARIO RPG 2

Likely to become the first 64DD game to benefit from additional quests downloaded at a later date. *Mario RPG2* could go on forever!

Visually *Mario RPG2* resembles the style of *PaRappa the Rapper* on PlayStation -the world is made of 3D polygons, but Mario and the enemies he faces are 2D 'sprites'. Basically this is the very welcome return of the totally hilarious, brilliantly cute Mario of NES fame – complete with basic animation and 180 flip turns (about face in the blink of an eye!). He's 'painted' slightly better of course, and he has a few more actions than before for non-platform activities. But basic moving around is classic Mario.

The only notable sequence seen so far involves Mario hopping out of his bed at home, switching on the bedroom light, then all four walls of the house collapsing – folding flat out like the sides of a cardboard box.


The style for *Mario RPG2* is flat polygons combined with 3D.



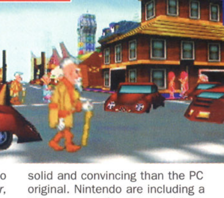





One scene is a spooky forest (all the trees have scary faces).

SIM CITY 64

1998 TBC



Not to be confused with *Sim City 2000*, the PC game which is being converted by Imagineer for N64. *Sim City 64* is designed to capitalise on the 64DD's ability to copy over game information from one disc to another. It is a dressed up, fun-packed interpretation of the original PC game from Maxis.

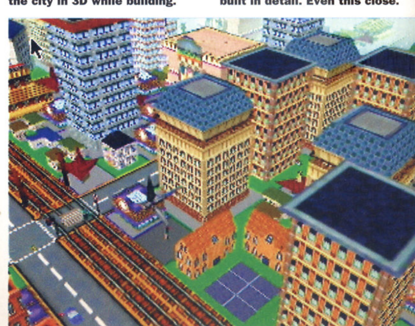
The best example of this use so far is the adaptation of *Sim Copter*, also from Maxis. For those of you who don't know about *Sim Copter*, this was originally designed for use in conjunction with *Sim City 2000* on PC. The idea being that you can fly a helicopter around a city that you have raised. This opportunity is spiced up with situations that require personal intervention – such as fire fighting, or crime patrol. Already the N64 version is looking much more solid and convincing than the PC original. Nintendo are including a higher quota of exciting incidents, with much more humour.

The limits for this particular title would seem to be pretty much endless. Like, how about letting loose a character you created in Talent Maker around the city streets. It's possible! Nintendo have already said that it's easy to slap one of your designs from *Picture Maker* onto the side of a building.



Sim City 64 allows you to view the city in 3D while building.


You can examine what you've built in detail. Even this close.


After building your metropolis in Sim City, explore in Sim Copter.



Music plays an important part in making the mother series cool. Let's party!



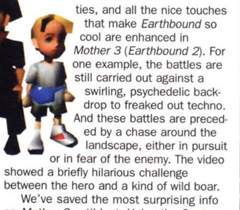
Somebody save this poor guy from the jaws of this two-headed beast.



Most characters have something witty to say in the Mother games.

MOTHER 3

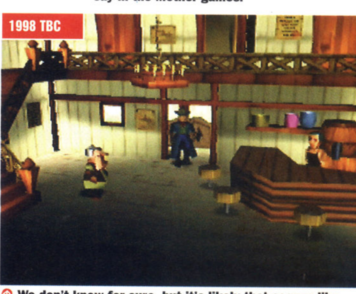
Here's a new truth assured to upset some people. It already upset Paul Davies. *Mother 3* is the best-looking RPG ever, many times more impressive than *Final Fantasy VII*.



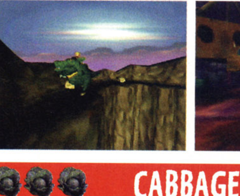
In one incredible scene, which we presume is taken from a 'movie' style sequence, a procession takes place though the desert. Huge hulking beasts, surrounded by complex vehicles, churn up the dust against a blistering sun. This scene has a majesty like no other, laced with the bizarre humour associated with the mother series. Likewise impressive, and equally oddball is a dramatic scene where some poor bloke is being eaten by a two-headed dinosaur. Village/town scenes look crisp and colourful, and are impressive because the entire location is presented realtime – game characters aren't dashing about a custom snapshot of complex polygon-rendered areas.

Only a few UK readers will have played and enjoyed *Mother 2*, which was released as *Earthbound* in the US. When there is more to show on *Mother 3* we'll go into detail comparing the two adventures. Rest assured that there are many similarities, and all the nice touches that make *Earthbound* so cool are enhanced in *Mother 3* (*Earthbound 2*). For one example, the battles are still carried out against a swirling, psychedelic backdrop to freaked out techno. And these battles are preceded by a chase around the landscape, either in pursuit or in fear of the enemy. The video showed a briefly hilarious challenge between the hero and a kind of wild boar.

We've saved the most surprising info on *Mother 3* until last: Using the Capture Cartridge you can capture, then glue your face onto one of the heroes in the game. In fact you can build a whole party of characters who wear the faces of your friends. It's not certain yet whether similar custom treatment is available for the enemy, but we live in hope!



We don't know for sure, but it's likely that scenes like these can be rotated and zoomed to the player's taste.







Your first look at one of the far-out battle scenes. Yippee!

DERBY STALLION

The PlayStation game is a million-seller in Japan. It's only a matter of time before a major UK publisher takes a chance with a horse racing title – and wins big time! Like Pocket Monster Stadium, which you can read about on page 26, *Derby Stallion* uses the special N64 GB pak, allowing you to train your horses on Game Boy while on the move, then upload the information later. Even take your thoroughbred to a friends house for a race. Together with *Pocket Monster* Nintendo stand a good chance of owning the Japanese games market this time next year.





This is ***Derby Stallion*** on PlayStation. Millions love it...!

CABBAGE

***Cabbage*! Everything about this 'game' seems far fetched and too good to be true. But Nintendo proved themselves with such an amazing show, it's better to just believe them from now on.**

Cabbage borrows from the theme of the virtual pet, and takes it beyond anything previously imagined. The good thing for Nintendo is that the concept of *Cabbage* cannot be realised on any other games system. It requires the versatility of 64DD for it to happen at all. *Cabbage* is the work of Shigesato Itoi – who is also the producer of *Mother 3*. When you read how clever this is, it makes you wonder just how incredible *Mother 3* will be.

What happens is this: You create a virtual life which exists inside the N64DD. Kind of like Tamagotchi, but much more complex. Perhaps not quite so complex as Millenium's Creatures, but this has yet to be confirmed. You can nurture this life, same as you would any other living thing, by providing nourishment and activities. From here on it gets incredible.

See if you can believe this: Nintendo plan to install virtual supermarkets in convenience stores for you to purchase accessories for *Cabbage* to use. Like, you may want *Cabbage* to have something to play with, so you take your 64DD disc down to the 7-11 and download, say, a bike for a small fee (couple of quid probably). Nintendo also plan for events to be available from the virtual supermarket – adventures for the *Cabbage* character to complete, perhaps.

Best of all, the *Cabbage* character can be let out of its virtual surroundings and potentially visit a world created by somebody else on their N64DD! But definitely Nintendo have plans for the *Cabbage* character to enjoy day trips with you, after being downloaded into your Game Boy! How so? Well, you're about to find out over the next few pages, at the end of which is something almost equal in stature to *Cabbage* already.

Turn the page! Discover how Nintendo have revived Game Boy to the extent where it's likely to become the coolest thing on the planet – more essential than ever!







NEW

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THE POCKET MONSTER STORY

Even bigger that *Final Fantasy VII* or *Tamagotchi*, *Pocket Monster* is consuming all of Japan with its addictive qualities. Now Nintendo have announced it for the West!

Pocket Monster **has sold over five million copies on Game Boy. The toy figures have sold over seven million packs. You can buy Pocket Monster books, magazines, clothes, snacks, toys, CDs or videos in every shop in Japan. Pocket Monster has a weekly cartoon series and a movie planned for next year. Nintendo have re-thought their marketing strategy behind the N64 to incorporate this game. Rival companies are lining up to make look-a-like clones, and game analysts are writing hundreds of pages about *Pocket Monster* in all the gaming magazines.**

Now it's your chance to discover how a single Game Boy game revolutionised the gaming industry in Japan. What's so interesting about a bunch of monsters?

POCKEMON PERSONALITY

A major part of the game's attraction is that each Pocket Monster has it's own distinct personality. The cool looking dragon, Lizardo, the cuddly and cute Pikachu, and the sinister Myu are just three of the many popular Pocket Monsters in the game. Each has its own unique fascination. If they didn't it's unlikely that anyone would want to collect them.

Inside the game you can view your Pocket Monsters using an electronic picture book which not only displays its picture, but also explains things about each monster including it's height, weight, and special characteristics. It even reproduces its voice – even more reason to collect as many as possible!

POCKEMON GET UP AND FIGHT!

The aim of *Pocket Monster* is to collect 150 types of Pocket Monster, or 'Pockemon' to be cool. Besides this being the basic plot of the game, there are other important reasons.

Pocket Monsters are categorised into various kinds – Fire, Water, Plant, etc. In battle, each one one has it's own strengths and weaknesses so it's important to collect as many Pocket Monsters as possible in order to use the appropriate Pockemon against your rival. However unless you use the Communication Cable to trade Pocket Monsters with your friends, it's impossible to get them all!

You see there are currently three versions of *Pocket Monster*: *Red*, *Green* and *Blue*. The content of each game is much the same, however the chance that any given Pocket Monster will appear differs for each version. You can't collect all the Pocket Monsters with one version, you HAVE TO trade with someone who has a different version.

That's not only the only reason to trade. A monster that's been traded will grow up faster, learn new attacks, and can evolve into a more powerful Pocket Monster. So, the more you trade the better your collection of Pocket Monsters. In addition, you can give them individual names which they keep even if you swap them with a friend, so there's always the possibility that you might meet them again. Designing the game so that the players wanted to trade it, meant that interest in the game spread like wildfire among friends.

Telly

Two influential TV programs are in on the game too – '64 Mario Stadium' has a special Pocket Monster League section, where teams battle each other while an editor from a Japanese Nintendo magazine comments on their performance by giving advice and fighting tactics. 'OHASUTA', The Super Kids Station, reveals the latest toy and game ranking charts, providing daily Pockemon news using a trendy fashion image approach!



The Big Screen

As with all popular anime in Japan the next stage is to jump to the big screen, and so not surprisingly it's just been announced that summer '98 will see the release of Pocket Monster: The Movie! "Mew Two Strikes Back". Featuring all of the main characters from the weekly Pockemon anime series this is set to be one of the biggest anime block buster movies of all time in Japan and thus can only further prolong interest in the game.

POCKEMON WORLD DOMINATION GO!

These critical factors have played a vital role in Pockemon's success so far:

Koro Koro Comic

The leading monthly magazine for kids in Japan specialises in Tie-Ups between product manufacturers and TV anime. Many of the cartoon strips are based on famous characters or latest toys. In March of 1996, Koro Koro Comic offered 20 readers the chance to win a special new Pocket Monster called "Myu". 78,000 people responded! When they held an offer to buy the limited edition *Blue* version of *Pocket Monster*, 611,000 people ordered it! This was exceptional good timing as it maintained everyone's interest in *Pocket Monster* until the Pocket Game Boy was released!



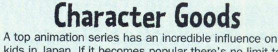
Pocket Game Boy

Nintendo amazed the world when they launched Pocket Game Boy. It's smaller size was critical to its success because it made *Pocket Monster* even more portable than before. Not surprisingly Pocket Game Boy had massive sales. With a lack of available software most people had little choice other than to choose the game at the top of the Game Boy game rankings– *Pocket Monster.*



TV Anime

This turned the simple Game Boy graphics into full colour animation. The quality of the Pockemon anime is very high both in terms of production and design. It captures the spirit of the game perfectly. In turn this has introduced the appeal of the game to a whole new audience – girls! Pikachu alone is enough for most girls to fall in love with the series. Having reached the level of attaining its own TV series, Pocket Monster had earned itself a shot at the big time.



Character Goods

A top animation series has an incredible influence on kids in Japan. If it becomes popular there's no limit to the number of toy, book, food and clothing manufacturers who want to licence it. For these people, Pockemon was perfect – 150 monsters for exploitation!











Toys

For those still who can't afford the game there are loads of Pockemon toy alternatives. All the top toys are really cheap, but there are lots to collect. The idea is to swap duplicates with your friends, which is the same basic principle that the computer game is based on. There are much more expensive toys, of course, such as the Pockemon board game, which were in major demand over Christmas.





Hundreds of Pockemon goods are available, from the ultra-popular Pockemon Trading Cards, to a life sized cuddly Pikachu. These re-in force the cool image of Pocket Monster, creating pressure on those without the game to buy a copy!

UK POCKEMON CAMPAIGN GO!

The amazing thing about *Pockemon* is not so much the two player battles, but the trading. Though videogames have built an image of people playing alone, *Pocket Monster* has brought games to the streets. Trust CVG: *Pocket Monster* will be one of the greatest games you've ever played. We'll be back with more *Pockemon* coverage soon!

POCKET MONSTER GOLD/SILVER

Pockemon mania will reach new heights this Spring with more rivals, more monsters, and more cool features in *Pocket Monster Silver* and *Gold*. First Japan, next... THE WORLD!

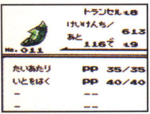
Pocket Monster is an RPG adventure based on a world similar to modern Japan, except creatures known as Pocket Monsters exist there. As the hero you have been set the task of collecting every type of Pocket Monster. In order to do so you set out on a journey of adventure across the country in search of them.

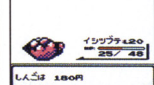
On your travels you meet many people, both friends and rivals, who either help or hinder your progress. By talking to your friends you can get valuable information about the location of rare Pocket Monsters. By defeating your rivals you can give your Pocket Monsters valuable fighting experience.

Their have been many modifications to the original *Red*, *Green*, and *Blue* versions. Some are still a secret. However, we can reveal 10 big features that will appear in these new versions!





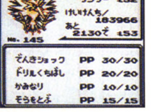




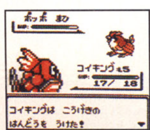


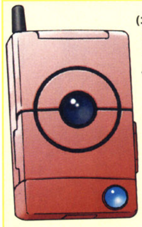
Exploring for those 100 elusive Pokemon.









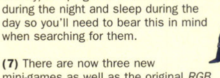


(1) In the *RGB (Red/Green/Blue)* versions there were 150 PMs (+ Myu) to collect. In the *GS* (*Gold/Silver*) versions there will be over 100 additional PMs or so, as well as the original PMs!

(2) This time Professor Orchid has asked you to travel over the whole country in search of all new PMs so that you can collect them for him – not just the town.

(3) You'll can transfer Pockemon data from your *RGB* versions to the *GS* versions. Not sure if you can exchange the other way though.

(4) In the *RGB* versions only one PM had male and female types. In the *GS* versions all the PMs have both male and female. If you have a female and male PM of the same type you can breed them to hatch eggs!



(5) In the *GS* versions even the same type of PM can have different colours. This could have something to do with **(4)**.

(6) The *GS* versions use a time feature to give all the PMs different activity/sleeping times. Some hunt during the night and sleep during the day so you'll need to bear this in mind when searching for them.

(7) There are now three new mini-games as well as the original *RGB* version's Slot Machine mini-game. One appears to be some kind of card game.

(8) You now have a new mode of transport. In the *RGB* versions you used a bicycle, but in the *GS* versions you have a rather trendy Skateboard!

(9) Original *RGB* characters will appear in the *GS* versions. As well as some of your friends, your arch rivals the Rockets could be back as well!

(10) In the *RGB* versions your Electronic Picture Book only had one page of data per PM, but in the *GS* versions this has been increased to three pages!

There's now some kind of sea to sail across, hinting that the new Pockemon universe is utterly HUGE!

The weird lap-top PC your game character carries.

NEW HERO

In place of 'Red' or 'Green', from the original *Pockemon*, your new hero is a city kid who carries a lap-top PC around with him. He has a younger brother, aged three.

NEW RIVAL

Just happens to come from the same city as the new hero. Nintendo are warning *Pockemon* fans to expect something very different from this guy! Sound ominous...

NEW TRAINERS

These are the people who put the hero to the test, developing his skills as a Pockemon trainer, and increasing the strength of his Pockemon collection.

Sixth Former
Miniskirt
Fire-breather
Maikosan
Fisherman

NEW MONSTERS!

Nintendo have only released the names and art for four of the new monsters. Your guess is as good as ours when it comes to imagining their abilities. Denryuh looks cute, could be related to Pikachu...

Hoh-Oh
Yadoking
Denryuh
Donfuan

PIKACHU GENKI DE CHU

(PIKACHU IS FEELING FINE)

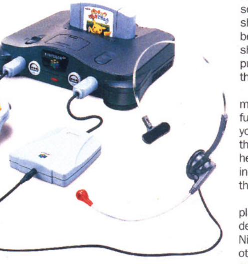
All the magic of Nintendo Space World 1997 is summed up by this wonderful game. *Pikachu Genki De Chu* allows you to develop a startling friendship with virtual Pockemon, Pikachu.

Aw Pikachu. (Hope you can punch him in the face).

This is Nintendo's first game to feature the Audio Recognition System, developed by a team called Ambrella, at a company called Marigal Management, for Nintendo/Game Freak. If '*Pikachu...*' is a fair representation of the technology at hand, we're looking at the beginning of something incredible in video games.

"A game where you have conversations with Pikachu; play and think with him; try to get his heart. In the screen Pikachu is really alive. Just like you he wants to speak to strangers and is cold to people he doesn't know. If you get to know Pikachu, he will open his heart to you."

The amazing thing is that Pikachu responds equally well to every body – doesn't matter how high or low your voice is. During the Space World demonstrations, the only time Pikachu took its time reacting was if one of the kids shouted too loud. Otherwise the results were pure magic. After two or three times hearing his name, Pikachu responds by pricking up his ears and smiling. We're assuming that repeating the name at this stage allows the system to adjust to your voice.



The new microphone headset that will allow you to communicate with Pikachu.

Complimenting Pikachu on how cute he is, makes the lovable Pockemon shy and embarrassed. Just for a laugh, tell Pikachu he's a stupid kind of animal. At this, Pikachu becomes furious and sprints off into the distance where he begins to sulk (exclamation mark above his head). Only way to get him back on your side is to apologise several times. Oh, he hears you the first time, but he plays hard to get – cocks his head a little. Cheeky!

The main showcase of *Pikachu Genki De Chu* is a full-on demonstration of Practical Pockemon Training! As Pikachu's friend, you can move freely around a clearing in Tokiwa forest (Pikachu's home) using the 3D stick. You can pick up objects for Pikachu's attention – food, or toys – and teach him how to use them. Pikachu learns how to play ball, after first learning to distinguish a ball from an apple (he tries to eat both at first!). Once he's recognised an object for the first time, Pikachu requires a prompt from his 'friend' to confirm what it is.

All the while you can check on how Pikachu is feeling by asking him "what's up?". If he's doing something wrong – usually chasing butterflies when he should be paying attention – you can order him to behave. If you want to get him really fired up just shout "get up and fight!", and Pikachu jumps up and punches the air with his fist, then lands and makes the victory sign. COOL!

Eventually the aim is to teach Pikachu good manners (ie. to say grace before eating), and to have fun all by himself. Although hopefully he'll still want you around. The more time you spend with Pikachu, the more dedicated he becomes. To an extent where he will not immediately respond to a stranger's instructions, even though he might understand what they're saying.

Finally, don't expect the entire game to take place in Tokiwa forest. This was just for demonstration purposes. In the finished game, Nintendo/Game Freak plan for Pikachu to meet with other Pocket Monsters. He may have the choice to make friends or fight. This strongly suggests that there will be a fair amount of adventuring to do, as Pikachu, with you as his friend, team up to perform tasks – perhaps even to fight enemies together!

Some people may never leave the house again when this is released. Nintendo what have you done?! But thanks all the same, as this is going to an awesome new experience!



Oops, he's getting bad vibes. Clearly you've said 'that' word to him. You thug.



Yeh boyee, that's more like it. Tears are even welling up in his currant eyes.



POCKET MONSTER STADIUM

From the most magical game in recent history, *Pikachu*, to the most astounding: *Pocket Monster Stadium*! With this you can see what the monsters in your Game Boy Pockemon collection look like in N64-powered glory!



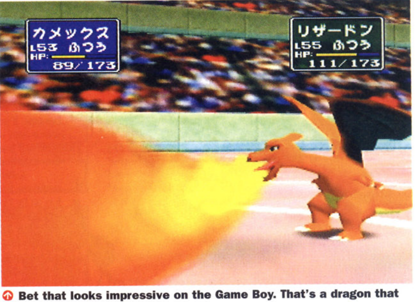
***Pocket Monster* battles are exciting to watch, despite the basic Game Boy graphics - even through Super Game Boy. Champions of the Pockemon League compete every week on a show called '64 Mario Stadium' (Japanese version of GamesMaster, dedicated to Nintendo). The tactical exchanges keep an audience of millions occupied for ten minutes or so. It sounds dumb, but you should see it – it's gripping stuff!**

This is why the news of such battles being made possible on Nintendo 64 is so exciting. But the phenomenon that is *Pocket Monster Stadium* goes one incredible stage further. The excitement surrounding *Pockemon Stadium* in Japan (and soon the rest of the world, don't you forget!), is that the data stored on the Game Boy *Pocket Monster* provides the data for the N64 game! A genius new N64 adaptor - the 64GB Pak - fits into the N64 controller, same way as the Rumble Pak. Your Game Boy version of *Pocket Monster* slots into the 64GB Pak, transferring all your hard-earned monster data into the N64DD! Up to four people can upload *Pockemon* data into the N64DD at one time. Now here comes the fun part.

Every Pockemon you've ever caught and raised is now viewable in brilliant, full-colour 3D. The N64DD translates the basic Pockemon information into N64 reference material, which allows for some surprising results. A basic addition is an icon tagged next to the names of monsters which you tried to capture but failed. Useful. However it is the in-game improvements you most need to know about.

The N64 modifications start simple enough, like watching your Pockemon practice its repertoire of killer moves. It gets more interesting once you get to hear them SCREAM and ROAR (instead of 'bleeping' and 'distorted bleeping'!). But you almost mess your pants when you see how even the same variety of Pocket Monster appears to be different to your mate's on-screen. The data is so sensitive, it is able to describe differences according to how the monster has been raised! By the way, this next piece of news could have some readers passing out. So, sorry about that.

Okay, we're into the stadium! A new type of Pockemon competition is possible here: four-player tag-team battles! While two professional trainers battle it out, another two opponents observe in the sidelines, waiting for their chance to capitalise on the others' mistakes. Aargh – the tension! But whichever option you choose – one-player versus CPU, player versus player, or four-player tag - the battle routines look glorious! All the screen-shots on this page show the two most famous Pocket Monsters – Lizardo and Kamekus – at war!!!



Bet that looks impressive on the Game Boy. That's a dragon that can't be helped by Listerine.

64GB PAK

Don't go imagining that this is one idea Nintendo will abandon in a hurry. The collecting/trading/addition market has way too much potential. Though there's only this one title planned for the N64DD/64GB set up as yet, Nintendo promise there will be more to come. Shigesato Itoi's 'Cabbage' is one obvious contender.



Plug your Game Boy *Pocket Monsters* in and get fighting!



Lizardo is the fire-breather. His trademark attack is this tremendous flame-thrower. How can his rival possibly survive?!



Kamekus hides two giant plasma cannons beneath his shell. No wonder he looks so confident. BLAM! That ought to do it!

POCKET MONSTERS BATTLE

メックス
L53 ふつう
HP: 66/173

リザードン
L55 ふつう
HP: 111/173

カメックスのハイドロポンプ！

POCKET MONSTER SNAP



Straight up, we doubt this variation on the Pokemon theme is going to 'do it' for you. Not unless you're a keen bird spotter and fancy something pretty far out for a change. Shame, because *Pockemon Snap* is cool. Just because, okay!

"Don't you sometimes think to yourself 'I wish there were Pockemon in real life... I wish they walked around the city like dogs and cats do...'". If you're Paul Davies, the answer is 'Yes!'.

In *Pocket Monster Snap*, you're basically taken on a guided tour of a Pockemon Safari Park. Equipped only with a camera it's your job to track down the rarest Pocket Monsters and get photographs of them. Your efforts are judged according to variety, size, and pose of the Pockemon(s). Sigh, you're never going to like this... are you?

Anyway, there's a variety of interesting locations to explore, though we can only show you one of them (Tokiwa forest). At Space World, one demonstration placed you on a boat as it travelled down a fast-flowing river. An exciting part was when some sloth-like monsters were knocked from the side of a mountain, and when they fell a giant T-Rex kind of beast leaped out to attack! Enough to make you drop the controller! There are other cool tricks you can use to lure Pockemon from hiding. Apples are tempting for Pikachu. Rocks will dislodge Poh-Pohs (flying types). Just make sure you get a good shot.

Your collection of great Pockemon snaps, whether you choose for the Professor to evaluate them or not, are stored in an album. Using the N64DD, you can swap your best photos for ones belonging to friends. No doubt Nintendo will be engineering some extremely hard shots to get, making photos of these monsters doing whatever, very collectible. Who knows where all this might lead. Probably not England. Oh well.



Pikachu again! Take a shot. No not with your camera. Use your elephant gun. Hahaha!









The *Zelda* series belongs to the rare breed of classic games which people talk about for years, while patiently awaiting a sequel. It has been over half a decade since *Zelda: A Link To The Past* was released on Super NES in the UK. Five years from now we could still be waiting for the follow-up to *The Ocarina Of Time*, but it's certain this new chapter of the legend will still always be adored.

We're convinced that the quality and depth of N64 *Zelda* is so great that players barely scratched the surface at Space World '97. But experience with the game, and discussions with its legendary game creator Shigeru Miyamoto, has helped us compile this report.



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LEGEND OF ZELDA THE OCARINA OF TIME



Link as a young man – strong and well armed.







THE OCARINA OF TIME

The theme of N64 *Zelda* is important as it affects the action significantly. By playing the Ocarina Of Time Link is able to travel between time zones and defeat evil – players will control Link as both a boy and an adult. Fans of the *Zelda* series will be glad to know that the Tri-Force (Hyrule's equivalent of the Holy Grail) is still the ultimate goal, and that the evil wizard Ganon is the ultimate enemy. True to form Ganon has kidnapped the Princess Zelda. But what's this?! Ganon is supposed to be a monster, not a humanoid with blue-tinted skin. This is because Link's adventures as a boy put him face to face with Ganon before he became mutated!



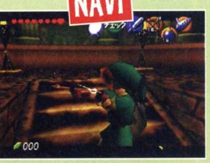
Boyish features, and less heavy-duty weapons and armour. This is Link as a youngster.

CONTROL SYSTEM

One of Nintendo's main aims with N64 *Zelda* was to eliminate the problem of awkward camera angles. They've done this with a combination of a new partner – Navi – and an intelligent, situation-sensitive command button. There's also an auto jump feature, which prevents Link from falling down pits or crevices when running.



NAVI



The name is an abbreviation of 'navigator'. Navi is a fairy who keeps constant company with Link, and she has many useful purposes. At the press of a button Link can either talk to someone Navi is hovering nearby, inspect an object Navi has located, or target an enemy with Navi's help. Navi also offers advice in some situations – usually battle tactics.



Link is directed using the 3D stick – same as Mario in Mario 64. But if Navi is locked onto a target pushing left or right on the 3D stick moves Link sideways (strafing), and he runs backwards instead of turning to face the camera.

COMMAND BUTTON

The command button (B) enables him to climb ladders, jump onto ledges, crawl beneath ledges, open chests, read signs, or talk to people. When he's in water, the command button allows Link to swim. Swimming is especially cool, since Link will only paddle if his hands are free. If Link is holding a sword he swims one-handed.








WEAPONS

Icons at the top of the screen represent buttons on the controller. Each button is assigned its own purpose, A (blue) selects the sword, and the yellow C Buttons are reserved for additional weapons. To use the bow, for example, it must first be armed by pressing the relevant C button. After this pressing the same C button again fires it.

When you're locked onto an enemy, the view narrows to focus your attention. Using the bow allows you to view the enemy from Link's eyes, which helps accuracy. The standard viewpoint is used for bombs and a huge stick.

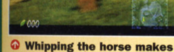
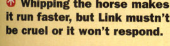


LIGHTING

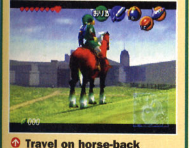
Flickering candle light, natural sun light, magical light – on Nintendo 64 the world of Hyrule illuminates Link in all manner of amazing ways. Links shadow stretches away, and shifts position according to the light source.

HORSE

Riding the horse plays an important role in Link's new adventure. It's not a gimmick. Each time Link whips the horse, it goes faster. But each turn of speed uses one carrot from the carrot meter!

Whipping the horse makes it run faster, but Link mustn't be cruel or it won't respond.



Travel on horse-back allows Link to reach places in a quarter of the time.



BOSSES

Encounters with the larger 'Boss' enemies in N64 *Zelda* are monumental; incredible! There is expected to be as many as 20 in the game. These three were available to tackle at Space World.

STALFOS

The giant skeletons called Stalfos must be knocked down several times before they collapse. To beat them players must master the art of locking onto an enemy, then moving into tactical position before striking. You must be aware of the others' position before lashing out, otherwise Link is vulnerable.

GOMA

As you enter Goma's cave you can hear the clickety-click of its feet on the rock above Link's head! As soon as you use the 3D stick to gaze at the roof of the cave, Goma makes a move. To defeat Goma, first fire an arrow, or throw Link's boomerang into its eye. This stuns him. From here Link must quickly run over to the disoriented hulk and strike with his sword. Goma's also drops eggs from an alien-like delivery tube. It's disgusting! Three eggs land close to Link, then hatch into baby gomas which scuttle around snapping at Link's heels. When the offspring are defeated, Goma returns for another assault!

DODONGO

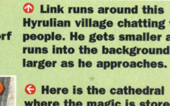
A giant (65 feet long!) dragon which lives in a Lava pit, accessed by a hole in the ground. The idea is to toss bombs into Dodongo's mouth, before the dragon breaths fire. Simply standing and lobbing the explosive in Dodongo's direction isn't enough – the bomb is so heavy it lands just a couple of feet away. To make the bomb travel higher and further, Link needs a run up. And he isn't given much time! The bomb explodes inside Dodongo's stomach. Like Goma, it gets concussed for a short time, which is Link's chance to use his sword. He needs to be quick to create distance again, because Dodongo's first reaction after waking up again is to curl up into a giant ball and roll around the perimeter of the lava pit.

VILLAGES/LOCATIONS

Link runs around this Hyrulian village chatting to people. He gets smaller as he runs into the background, and larger as he approaches the foreground.




The chamber, where the Tri-Force was once kept. However the youn Ganondorf has stolen the magic item. Link must return it.



Link runs around this Hyrulian village chatting to people. He gets smaller as he runs into the background, and larger as he approaches.



Here is the cathedral where the magic is stored. Sadly this picture doesn't show the magnificent stained-glass windows which line the walls, or the stone arches which almost disappear, they're so high.

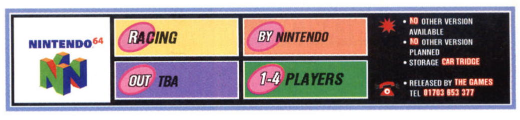
MAGIC

This is Link's first adventure where he is able to use magic. Even so, he's only able to do so in his adult form. In his demonstration to the magazines, Miyamoto took Link to a special cathedral, a holy place where the essence of all magic is safe. It wasn't clear whether Link would need to use this room to select magic, or if it is simply a place to revise its use..

ZELDA 64 DD

At this time Nintendo have no set plans for a N64DD version of *Zelda*. At the moment every effort is being concentrated into making the cartridge version perfect. After this is finished, Nintendo will consider what is he best route to take.





Speed! SPEED!! SPEE-EEED!!! We swear you've never played anything as fast as F-Zero X on anything, anywhere, ever. What's more it's fun – every millionth of a second of it!

F-ZERO X

Hovering 30 centimetres above the circuit of a 26th Century F-Zero raceway, super-magnetic vehicles hiss into a vertical hair-pin bend approaching 1000 mph. This is the most exhilarating sport to have been witnessed in the history of the Galaxy. So incredible that Nintendo based a Super NES game on it in 1990 (we know their secret – it's time travel!).

This is the follow-up, which, on Nintendo 64, brings us closer than ever to experiencing the thrills of real-life F-Zero racing. The thrill is speed. The skill is to negotiate 360 degree loops, and right-angle turns without passing out. Compared to the exhilaration of *F-Zero* – with all due respect to the consistently excellent work of Psygnosis – *WipEout 2097* presents all the fun of a helter-skelter. Outstanding imitation guys, now prepare to meet your nemesis!

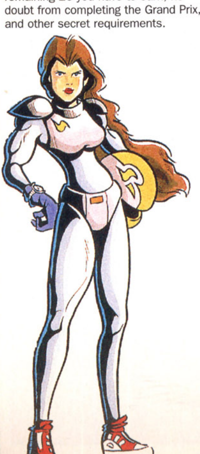
THE ORIGINAL

The original *F-Zero* remains one of the world's greatest ever race games. So cool that it has been skillfully ripped off many times. Just like all the great Nintendo games in fact. But that's life. CORRECTION! *This* is life: *F-Zero X*. After playing this game you'll swear you've been half-asleep for eight years, blindly accepting what has been put before you. Start slapping your face in anticipation all would-be challengers, and get a load of the incredible 26th Century credentials of *F-Zero X*.



30 F-ZERO RACERS

At Space World Nintendo made all 30 cars available for practice: catamaran-types, rocket-types, some fat, some shaped like darts. When the game is released, players will be given a choice of just four - the original contenders from Super NES *F-Zero*. The remaining 26 you have to earn, no doubt from completing the Grand Prix, and other secret requirements.





All cars handle differently, and have varying degrees of speed balanced out with resistance to damage. Before each race you modify their performance slightly, adjusting a torque/speed meter.



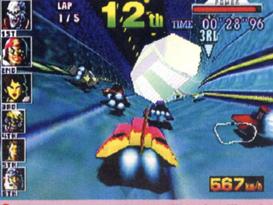
Welcome back the original *F-Zero* pilots: Captain Falcon – bounty hunter; Dr Stuart – ex-medical doctor; Pico – ex-soldier , turned assassin, and Samurai Goroh – leader of thieves.



Some newcomers, here to try their luck: Mr EAD – a cyborg created by mysterious EAD group, and Baba – 'the mysterious nature man'! Beat them all to claim their cars!

ADVANCED ARTIFICIAL INTELLIGENCE

According to Chief Producer Shigeru Miyamoto, *F-Zero X* is almost complete. What you see is almost what you get, but what you can't see is how the rival cars react to other cars and the courses. During the next four months Nintendo will be working on such a high level of artificial intelligence for all cars that they will all be valued as worthy opponents. No drones. They're going to have to be intelligent too, because they will need to adapt to a player's custom courses as well as perform impressively on additional courses created by Nintendo. That's what we need – a great challenge!



All the rivals in *F-Zero X* will be intelligent.

NINTENDO 64DD COMPATIBLE

A month or so after the game's release in June, Nintendo will launch a N64DD disc containing new courses and a course editor for *F-Zero X*. Don't believe them? Check the mode selection screen, which clearly states 'Course Edit' and 'Machine Edit'. Custom cars too, then!





The Big Blue course now features this warped, cylindrical section which drivers must negotiate for the best driving line. Hidden around the section are Dash Zones which boost your speed. It's unreal!



Mute City is seen to turn upside down as the cars power through a 360 degree loop, or climb the upward section of a vertical hairpin bend. You can hardly believe what your eyes are telling you!



Some courses feature lots of stomach-grabbing jumps like these. In some cases it's essential to clip all the Dash Zones in order to build up enough speed. Ultimate roller-coaster!

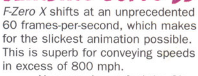


Drivers can pitch their vehicles around the walls of tunnels as they travel so fast. Some tunnels are so long you don't know when they're going to end. Get on the right level when you exit!



Marvel as the course switches from wide-open drag-strips to cork-screw brain-twisters. This game makes you want to shout the house down, it's BRILLIANT! BRILLIANT! BRILLIANT!

BLINDING 60FPS 3D



F-Zero X shifts at an unprecedented 60 frames-per-second, which makes for the slickest animation possible. This is superb for conveying speeds in excess of 800 mph.

You can almost feel the G's as you watch the course ahead warp into impossible shapes, and you gauge your approach.



We found four different camera angles for *F-Zero X* at Space World: behind the ship (near), behind the ship (far), above the ship (very far), and front of ship (rear-view mode). The transition between each is silky smooth. Viewing the race from a distance is tremendous - so many cars!



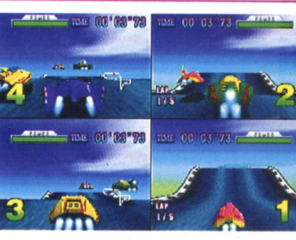


PRECISION CONTROL

The 3D stick is the secret to a pin-point accurate control system. With another 29 vehicles to contend with, and such testing circuits (there are times when your car is jammed in single-file-only sections), you need this assurance. Weaving through a convoy of vehicles, some of which are ready to explode from too much damage, is a thrill all of its own. Butt-slinging around acute corners is a joy too, and an artform, using the air-breaks - pioneered by Nintendo for the original Super NES game. Also, just like in the Super NES version, you can tilt the nose of the race craft in order to shorten time after flying from ramps, and soften landing.

FOUR-PLAYER BATTLE EXTREME

In four-player mode *F-Zero X* still maintains the speed. And because the art is so stylised in the first place (and very cool it is too!) there's no apparent loss of detail. Same place, same race, just three of your friends sitting in for the challenge with you. Every course that is available in the one-player game is available for battle races.



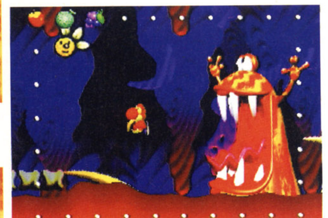
LAST, BUT NOT LEAST...

As Captain Falcon once said, "There are only two kinds of drivers in this race – ME and the losers!". Nintendo have redefined the standard they set in 1990 with a sterling racer to celebrate the coming of the new Millennium. Only five more to go before seeing how close they got it. But only six issues of CVG to go until Nintendo release *F-Zero X*!

NINTENDO64	PLATFORM	BY NINTENDO	• NO OTHER VERSION AVAILABLE • NO OTHER VERSION PLANNED • STORAGE CAR TRIDGE
	OUT APRIL	1 PLAYER	• RELEASED BY THE GAMES TEL 0103 853 377

What do you buy the man who has everything, and wants a cool something else, but doesn't know what it is? Happiness! That's what you buy him, and it's available soon under the name of *Yoshi's Story*.

YOSHI'S STORY



What a happy new year this is going to be! It's guaranteed, now that Nintendo are going to release the cheerful and surprising platform game that is *Yoshi's Story*. This is a 2D (flat!) platform game, whose action takes place against many astonishing backdrops. The effect is like taking control of a living picture book constructed of everyday materials, forming an almost countless range of textures.

Speaking of feel, *Yoshi's Story* is the first platform game ever to use analogue control for the main character. It's the first platform game ever to provide tactile response from the controller (N64 Rumble Pak compatible). It's the first worthwhile, 100% styloramic platformathon to have emerged from anyone in almost three years; since *Yoshi's Island* on the Super NES no less.

SUPER PEACE TREE DISAPPEARANCE

The main reason *Yoshi's Story* looks like a picture story book is because Nintendo thought it would look cool. However they've also justified the situation with this bizarre little story, which tells how the baby Koopoa (aka Bowser) cast a spell on Yoshi's island to transform it into a picture book. Not stopping at that, he stole the Super Peace Tree, which keeps all little Yoshis happy. Only six eggs escaped the dreadful 2D charm, and they hatched into six baby Yoshis. Now they must race to find baby Koopa to ask for their Peace Tree back. Or else.



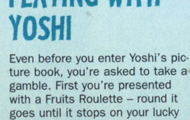




The animation is super-fluid in Yoshi's Story, and the detail is just too much!

PLAYING WITH YOSHI

Even before you enter Yoshi's picture book, you're asked to take a gamble. First you're presented with a Fruits Roulette – round it goes until it stops on your lucky fruit for the upcoming area. Next select one of six, coloured Yoshis. Each type prefers a specific kind of fruit, which promises HUGE bonus points if you match him with your Lucky fruit colour.





Eating fruit is good for Yoshi's health. If you eat a fruit which shares the same colour as him, he earns bonus points! (So, that's why Ed eats cream cakes).



The flower in the top-left corner of the screen shows how healthy Yoshi's feeling. Petals fall each time Yoshi gets hurt. A full set of petals is good.

FUNNY WIT DA 3D STICKY WICKY

Playing a platform game with an analogue controller feels weird, but it's easy to get used to. There are many situations in the game which are easier to manage because of the flexibility the 3D stick offers.



To gain extra height for a short distance Yoshi can kick his legs. So if he misjudges a jump, he gets a chance to put himself right. It's also useful for jumping over larger enemies, and reaching tricky pieces of fruit.



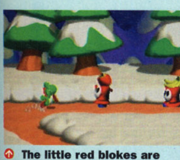
Balancing on some of the moving platforms in the game requires a steady hand too. The 3D stick keeps everything under control. The Rumble Pak also gives you a greater sense of the action on screen.



The speed Yoshi walks is reflects how much you push the 3D onto its side. This comes in really useful when treading on unstable surfaces, or having to make precision jump from one ledge to another.

STOOPID BADDIES OUTTA HERE

Look at the crazy bad guys Yoshi meets as he goes. They all move in funny ways, it seems like Nintendo have devised great visual gags for everything in *Yoshi's Story*. It's hard to stop smiling all the time (cover up your grin with masking tape or something to avoid being locked away).



The little red blokes are baby Koopa's most common assistants. They don't do much except run into Yoshi.



Remember this guy from Super Mario World? Yoshi doesn't look too pleased about meeting him again!



Yoshi thinks he's safe standing on that platform, but this giant fish is about to shoot a jet of water at him.



One wrong move, and Yoshi's toast. Woah dragon!



This is how the stage map looks, just like a pop-up book. When the pages open the cardboard cut-outs spring into place. It's a brilliant effect. The most stylish game in aeons.



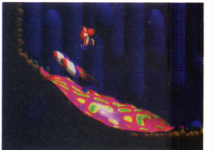
Familiar faces presented in a great new style. It's a shame you can't see how animated everything is here. You're gonna spend ages admiring this game. Every bit of it.

HELPFUL STUFF ALL OVER

There are loads of objects found on Yoshi's island that help him to perform special tricks. Here are some of the standard moves we've found, together with those which require 'props'.



If he finds an umbrella Yoshi can float gently down to find platforms that he would miss. Items such as this usually only exist where there's a secret to be found.



The hip drop attack is an old favourite from Yoshi's Island on the Super NES. Press Jump twice to land heavily onto an enemy or object (this trick is used to free a dog from a post in one stage)

ITSA SECRET NOT TELLING

Loads of secrets are hidden around Yoshi's island, and there are 24 stages (6x4) to find them in. How to uncover them all is a combination of skill and mental magic - you need to think very differently to the usual. The basic rule for completing an area on Yoshi's island is to eat 30 fruits. But if you find a big heart (smaller ones also restore lost energy) more places become available to explore in areas you may already have been.

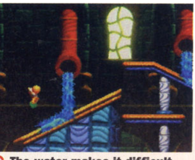
Jump on the heads of these weird snakes and they collapse.

LOOKIN LOVELY EVERYWHERE

We've been almost suckered into believing that a 64-bit game must have lots of polygons slotted together. But *Yoshi's Story* saved us just before we got committed to videogame hell. It's so refreshing to take in the lavish detail presented here for the first time in a videogame. Yoshi's pop-up book world is full of brilliant graphic effects



Here Yoshi must run across the cogs without being spiked!



The water makes it difficult for Yoshi to get a grip here.

EASTER EGGS YIPPEE!

You should be looking forward to Easter more than usual this year, because you'll be able to spend the entire Holiday season playing *Yoshi's Story*. We'll be explaining more in the March issue.

NINTENDO 64	3D ACTION GAME	BY NINTENDO
	OUT SPRING	1 PLAYER

- PRICE TBC
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- RELEASED BY NINTENDO/THE GAMES TEL 01703 653 377

One of the best-looking games to expect this year is another cool 'buddy' game from Rare – home of the classic *Kong* series.

BANJO & KAZOOIE

Donkey Kong Country, and Diddy's Kong Quest are two of the most enjoyable games on Super NES. Of all the class ingredients which made the world go ape for these games, somewhere near the top of the list must come the team aspect. It's the exact same thing which makes *Super Mario World* so appealing, the ingenious co-operation between Mario and Yoshi.

In such games you only find the coolest secrets once you've learned how to make the two characters work as a team. But it was Diddy and Dixie especially (*DKQ*) who made the idea their own, as the two were always on screen at the same time.

You're looking at the next in line to adopt this cool theme. The monkeys are gone, to be replaced by a stork and a bear. Strange choice, but you'll find Rare's latest game is as select as they come.

Work Banjo & Kazooie as a team to win through.

WOKE UP THIS MORNIN'

Hot dang, if it ain't another kidnap – right under our noses! The very basic story which themes *B&K* tells of Gruntilda the wicked witch, who steals Banjo bear's sister Piccolo; takes her off to a tower. Since the dumb bear has nothing better to do than sit by the swamp picking tunes off of his banjo, he decides to teach Gruntilda a lesson she won't forget. As this is a big game, Banjo has a while to remember exactly what the lesson is.

BUDDY INNA BACK PACK HEROES

Since cooperation is the theme, let's meet the team. Banjo's good at fisticuffs using those clumsy paws to smack the enemy. Other times he can roll *DK* style into Gruntilda's minions.

You spend more time thinking things through with Banjo, but it's his partner who handles the tricky parts. Kazooie dozes in Banjo's back-pack, until called upon to solve a problem the bear can't handle all by himself. Kazooie is the ingenious part of the deal, with a repertoire of sneeky tricks: Wonder Wing – a shield of feathers! Egg Butt – an egg from his ass! Egg Head – an egg spat from his mouth! Anything out of the ordinary for a stupid bear, we guess, gets left to Kazooie – including flying and swimming.

Banjo: good for the simple things in life.



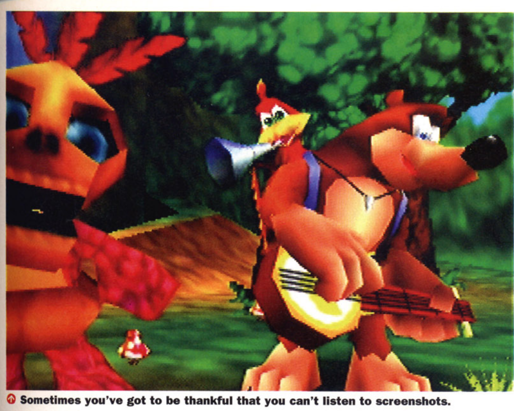
Kazooie: helps Banjo out of trouble.

GIT YOUR HANDS OFF ME!

Control of the characters in *B&K* gets pretty involved. For Banjo it's simple, as most of his moves require single buttons to trigger. Kazooie requires combinations of buttons in order to perform. Just to run around Kazooie uses the Z Trigger plus the lower C button together, and directions from the 3D stick. Special moves like the Egg Butt, and Egg Head get a little more complicated. But you can handle it, no problem.



All Kazooie's moves are trickier to perform.



Sometimes you've got to be thankful that you can't listen to screenshots.

ONE SURPRISED BEAR

None of the best stuff is obvious in a game like this, as you should know from playing *Mario 64*. In *Banjo & Kazooie* solving problems is not just fun, it's a brilliant laugh! Most of the gags come from Kazooie's instinctive skill with eggs, like the time where he fires an egg up each nostril of a sphinx to make it sneeze, revealing a secret door in a near-by wall. More standard goings on, for videogames that is, involve special blocks marked with an icon. For example, use the Shock Spring item while Kazooie's standing on the relevant block, and he's catapulted off into the air.



GIMME DAT GOLDARN IT!

Though *B&K* doesn't follow a strict stage/mid-boss/end-boss routine, there are larger-than-your-average monsters roaming the land – and sea. These beasts must be tackled in order to retrieve key items, such as those talked about earlier. It's the way that these objects are associated with their owner that is such a nice touch. Like, take the Clam for example: Once you're done persuading the oyster to leave, you can nick off with the shell for use later. There's a big monkey too – think you have to steal his nuts.







SWAMPINEST SWAMP

Expect a big leap in visual excellence from your N64 with *Banjo & Kazooie*, same as Rare stunned us all with *Donkey Kong Country* on the Super NES. Kind of like the style of *Mario 64* crossed with the realism of Pilot Wings, introduced to the freaked-out mind of a Rare artist! Join *Banjo & Kazooie* inside the body of a giant mechanical shark. Take a trip on the back of a goofy camel in the desert, where the light is bright. Best of the best we've seen, though, is the haunted house where a giant ghostly hand (transparent) plays on a giant piano as Banjo passes through. In other rooms the detail is intense - check out the shot with the four-poster bed and look at the panels. This level of detail immerses you into a 3D world like never before.



ALL THE WORLD'S A JIGSAW PUZZLE

Sub games play a major role in *Banjo & Kazooie*. That's not to say they crop up all the time, but the rewards for doing well extend the appeal of the game quite a way. So, for Kazooie to successfully pluck more worms from the ground than his rival, and only ones of a certain colour, he gets a piece of jigsaw. For this Banjo is temporarily transormed into a mini croc by Witch Doctor Mumbo-Jumbo. With enough pieces of jigsaw you can build whole new areas for Banjo & Kazooie to explore, finding items which will make defeating Gruntilda a doddle. By the way, crocs aren't Mumbo-Jumbo's only party trick!



Banjo as a mini croc. He can also become a pumpkin, and an ant (to infiltrate an ant's nest!)

RARE SEAL OF QUALITY

To make doubly sure that Rare's third-generation double-act lives up to its heritage, producer Gregg Mayles is once again involved. Gregg handled Donkey Kong Country, and Diddy's Kong Quest. He should know what's best for Banjo and Kazooie.



Either this is Banjo& Kazooie interrogating a palm tree, or this camel is the desert dentist.



Charmed to meet you, I'm sure. Charmed geddit? Ho ho. By the way, what's that thing on your head – looks like a danish pastry. Hur hur.

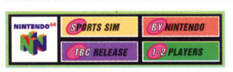
PLINKA PLINKA PLINKA

Another superb Nintendo 64 game to look forward to. We expect that Nintendo will hold off from releasing *Banjo & Kazooie* until *Yoshi's Story* has enjoyed the success it deserves (lots!!). The ideal summer release maybe? Enjoy the wait with CVG – the most enthusiastic games mag in the business. And all because of games like this.



NINTENDO 64 ROUND-UP

The remainder of Nintendo's awesome Space World '97 line up, plus the choice of the show's greatest third-party software.



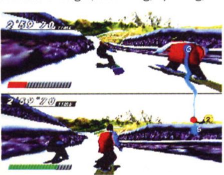
SNOWBOARDING 1080°

Brought to you from the same team who developed *Wave Race 64*. You know 1080° is going to look unbelievable, and feel totally realistic when it's complete. Nintendo's primary goal for *1080°* is to give players the impression of controlling the guy, as opposed to steering the board.

Moves are performed by shifting the rider's weight; crouching, spinning, leaning forward, leaning back, brushing the snow with a hand to make a tight turn. These techniques were limited to aerials at Space World – to perform 360° spin hold the R button, then tap a direction twice on the 3D stick. To crouch press the Z Trigger. Overall the analogue control conveys the feeling of balance, similar to *Wave Race*.

Only three courses were on show at Space World – Crystal Lake (long, and short), plus Golden Forest. These show a lot of promise for the finished game. The most striking effect, again similar to *Wave Race*, is the lens flare – where the sun broke over the mountains or through the branches of trees. The sun also highlights the spray, or 'slop', from your board as you edge over to make sharp turns. Though you don't have complete freedom of the slope – there are obstacles to consider.

Logs and rocks lining the half-pipe, with ledges to jump off, and icy patches to gain speed (but invite disaster). In the finished game it will be possible to use fallen trees and so on to perform other cool stunts. There will also be a two-player Battle Mode; Time Attack, and Score Attack.



Style, as well as speed, should be a factor in the two-player mode.





Crystal Lake – check the flare!



Golden Forest circuit.

JUNGLE EMPEROR LEO

Destined to become Nintendo's most magical game ever. It is inspired by the character invented by Osamu Tezuka: a lion cub who will one day be king of the jungle. To give you a better idea, Disney were accused of copying the story for their movie The Lion King. One major difference however is the colour of the lion cub, in Jungle Emperor Leo's case he's pure white.

Jungle Emperor Leo, the N64 game, is a 3D action game. But to make it stand out from the rest, the central characters are said to feel emotion, and react to their senses. It's uncertain to what level the emotional element will work. Evidence of the sensory aspect, however, have been seen where the cub meets a skunk. Typically the skunk lets off a stink from its tail, and the cub immediately shies away!

In the demonstration video shown at Space World, Leo scampers around a forest path, his tail glowing magically in the shade. As he runs, the tail bobs up and down, and his paws tread very realistically – with animation flair. Another scene shows him trying to clamber up a rock, but failing and sliding down again.

It's certainly a playful game which is unlikely to set rigid objectives, but appears to present its fun in the thrill of exploration – looking for your own adventures, forging useful relationships – capturing the true spirit of the Leo character.







The water effect is cartoon perfect. This is a beautiful game.

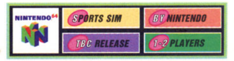


When the skunk makes a whiff with its tail, Leo decides to leave!

The likenesses of top NBA stars are mapped onto the faces.



Even at this early stage, the action is fluid.



NBA BASKETBALL

Very early in development, this. So it's hard to tell how Nintendo will apply their finesse to a fairly standard sports title. *NBA Basketball* is being developed for Nintendo by a Californian development team, Left Field. The game borrows the Turbo feature from *NBA Jam*, and will eventually feature accurate 1998 season statistics. There will be a choice of Arcade or Simulation mode.

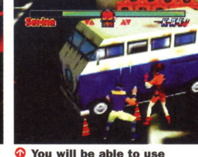
The overall impression is good at this early stage, with clean graphics and fluid control. Other than that, there's not much more to say until we see a more developed version.

NINTENDO 64 | FIGHTING | BY KONAMI | TBC RELEASE | 1-2 PLAYERS

GASP!!

What we expect will be the most accomplished fighting game on N64 is still in development by Konami. The version on demonstration at Space World featured basic controls, which used a *Virtua Fighter*-style control system, though Konami are promising additional moves to include a wider variety of evasive moves (duckin' and divin'!). *GASP* ("Generation of Art, Speed and Power") also allows your characters to throw opponents into objects, or use objects as platforms to get a vantage position. The most promising feature is the character generation system, in which you can create your own fighter from a range of body types and martial arts skills. Your customised fighters is then saved onto a controller pack.


Evasive moves will include leaning back, or from side to side to avoid attacks.


You will be able to use objects as props to hurt your opponent. This girl's cornered.







NINTENDO 64 | FIGHTING | BY IMAGINEER | APRIL RELEASE | 1-2 PLAYERS

FIGHTERS DESTINY

At last a fighting game which doesn't borrow elements from *VF* or *Tekken*, then modify them to cover its tracks. We're not massive fans of the characters in *Fighters Destiny* (one of them is a cow!), but the command system, and competition rules give *Fighters Destiny* credibility. For example, just like Judo, you can win a match with one perfect throw! The first person to nine points wins, so the whole thing isn't governed by energy bars and knockouts.

Points are awarded depending on the skill required to perform a move – counter attacks are worth 'three', for example. Other cool moves sure to guarantee victory include the ability to hang from the edge of the ring (they're all elevated platforms), and drag your opponent feet first to their doom.

Moves are performed from basic kick/punch/block combinations, allowing players to concentrate solely on strategy. Much more on *Fighters Destiny* next issue, as Ocean are releasing the game in April!



NINTENDO 64 | ACTION RPG | BY IMAGINEER | TBC RELEASE | 1 PLAYER

HOLY MAGIC CENTURY



An innovative action RPG which combines *Zelda*-style exploration with a great new battle system. Exploration is done with complete freedom to chat with people, or search the glorious 3D environments. But it's the battle-system which is the most impressive element. Encounters are presented in the same style as the main game, except the combat area is temporarily 'fenced off' from the rest of the location. Your character, and the enemy, is free to move around the combat area between attacks. Standard sword strikes, and magic are spectacular from an early stage, and you can multi-target. This versatile battle-system will be *Holy Magic Century*'s main talking point. The great news is that Konami Europe have this scheduled for a Spring release!

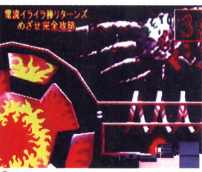


NINTENDO 64 | 3D PUZZLE | BY HUDSON | TBC RELEASE | 1-2 PLAYERS



UCHAN AND CHAN ELECTRIC STICK CHALLENGE

Shigeru Miyamoto named this as one of his favourite games at Space World. Mainly because it's such a diverse approach to Nintendo 64 software, and a brilliant slant on the uses for the 3D stick. It's a simple concept – move a metal stick around a complex maze of electrified tubes, wheels, and other traps within a time limit – but very tricky. There's a selection of stages to choose from, and your reward will be the satisfaction of having the steadiest hand, and the fastest mind in the universe!



Steady as you go – it's tricky!

Don't let her put you off!

NINTENDO 64 | BIO PUZZLER | BY AMTEX | TBC RELEASE | 1-2 PLAYERS

BIO TETRIS

The classic puzzle game, with the trauma increased by having a clip on your ear – connecting you to the N64, via the controller. Its purpose: to monitor your heart-beat! This "bio-feedback" affects the way you play the game, with modes which respond to your stress levels by dropping easier pieces to make it easier, or dropping pieces faster to make you panic even more! Two-player battles are a test of mental and physical control!

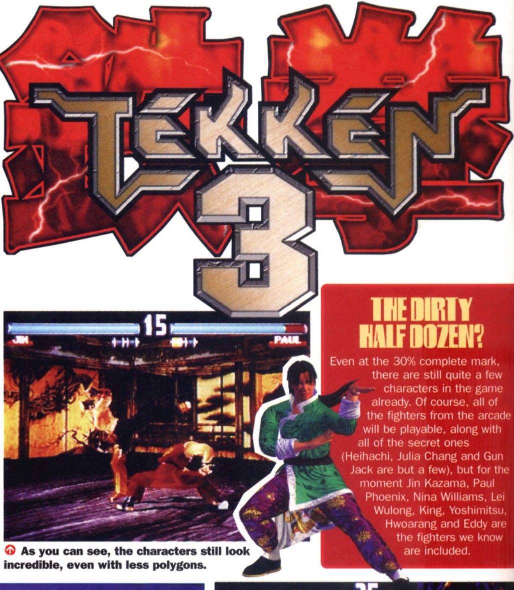


PlayStation

FIGHTING GAME | BY NAMCO | OUT MAR (JAP) | 1-2 PLAYERS

- ARCADE VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- PUBLISHED BY SONY TEL 0171 447 1600

Calm down, calm down. Are you ready for this? You're sure? Well in that case... IT'S *TEKKEN 3* FOR PLAYSTATION! ARRRGGGGHHH!



Eagerly anticipated? Maybe just a little. One of the games of 1998? We reckon so. And *Tekken 3's* release is a hell of a lot closer than you think! Even though these first ever pictures of the home version are only from a 30% complete version, you can see that they are all quite outstanding and just what everyone was hoping for. There is no point in continuing the unnecessary overuse of the words 'arcade perfect' because that would be impossible to do on the PlayStation. But as these stills show, it looks like Namco will give the PlayStation the version it deserves. And with a March release pencilled in for Japan, it looks as though the guys and gals at Namco are going to have a very busy start to 1998 indeed!

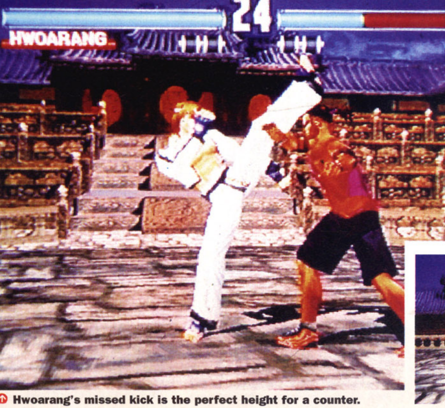
BACK DOOR, BACK DOOR!

The backgrounds will hold one of the major clues as to how well the PlayStation can cope with such a major translation as this. With the scenery from the arcade being completely 3D, Sony's little box of tricks would have to have a hell of a lot of power to manage that and the characters' moves. You would think that in favour of being able to use as many polygons on the characters as possible, they would sacrifice some of the quality in backgrounds, but we don't know yet. At present only three fight settings are in the game, and they are Hwoarang's Temple stage, Jin's Dojo stage and finally the Factory level where you may expect to find Nina.

As you can see, the characters still look incredible, even with less polygons.

THE DIRTY HALF DOZEN?

Even at the 30% complete mark, there are still quite a few characters in the game already. Of course, all of the fighters from the arcade will be playable, along with all of the secret ones (Heihachi, Julia Chang and Gun Jack are but a few), but for the moment Jin Kazama, Paul Phoenix, Nina Williams, Lei Wulong, King, Yoshimitsu, Hwoarang and Eddy are the fighters we know are included.

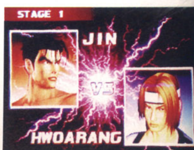


Hwoarang's missed kick is the perfect height for a counter.

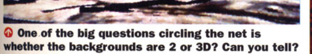


Fighters still have lots of their original moves.









One of the big questions circling the net is whether the backgrounds are 2 or 3D? Can you tell?

WHEN WILL I BE PLAYING IT?

If you're Japanese or have a chipped/ import machine, it could be as soon as March. If, on the other hand you're living in the US, optimists predict that you could be playing it straight after the Jap launch to cut down on the amount of import copies sold. However, this looks more likely to slip to July or August of '98. But for people of Europe, the wait is somewhat longer. If trends in conversions are anything to go by, we could be looking at an autumn release. Sorry folks, but it looks like you're going to have to wait sometime for the official UK version.



SO TELL ME ABOUT THE CHARACTERS

While some of these may look like the same fighters from *Tekken 2*, the 15 year difference in time scale has thrown up a few surprises. Jin Kazama is the son of Kazuya Mishima and Jun Kazama, and was trained by Heihachi when his mother died. King is not the same King from *Tekken 2*. He was brought up in the orphanage of *Tekken 2's* King (confused?). Forest Law is Marshall's son (that one was easy enough to work out). Hwoarang was a student of Baek, and Julia Chang was abandoned as a baby and found by Michelle, who raised her as her own. So there you go. Make any sense?

Every fighter who appeared in the arcade version will be present in the PS version. Cool!



Moves like this one from Xiaoyu are perfect for starting air juggle combos.



Jin in his alternate costume looks super cool.



Jin's uppercut is an awesome move. Look at Lei's energy to see the damage caused.

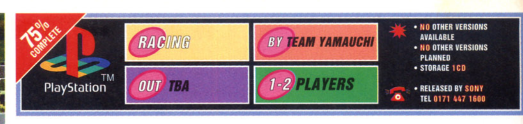
WHAT ABOUT THE ADD-ON BITS?

It doesn't need any. There were many rumours flying about when the PlayStation conversion of *Tekken 3* was announced. Some said that in order to get the entire game you had to plug your PlayStation into a PC. Others said that a memory pack similar to the one available on Saturn would have to be bought in addition. But now the stories have stopped doing the rounds, and facts are what remains – *Tekken 3* will run on its own. Just the CD and that's it. Of course the polygon count is lower, but it will still be pushing the PS further than any other game will have done before.

TEKKEN IT TOO FAR!

The chances are that Namco will continue to release batches of screenshots until the release of the game. If that is not the case however, we will provide a more in-depth Coming Soon next month.





Slipstreaming *V-Rally*, *Total Driving* and *TOCA*, Sony claim *Gran Turismo* will be "the biggest, most realistic and detailed car racing simulation ever seen on PlayStation." What? AGAIN?!

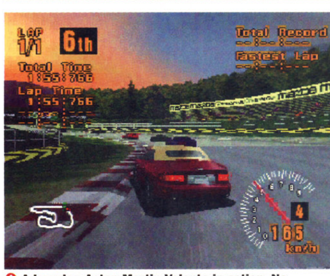


GRAN TURISMO
THE REAL DRIVING SIMULATOR

The time will surely come when driving tests are abolished and the only qualification required for a licence will be ownership of a PlayStation. Why waste Sunday afternoon reversing around the industrial estate in your Mum's Escort when you can clock up hundreds of 'road hours' playing one of a zillion PlayStation driving games? The latest is something Sony have cooked up themselves, a racing game that lets you drive 120 simulated road cars around a selection of realistic-looking circuits. Here's what PlayStation's latest prototype offers over anything else you may have driven.







A loverlee Aston Martin Volante in action. No Stinger missiles behind the headlights unfortunately.

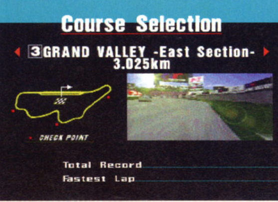






CRACKIN' TRACKS

There are a dozen circuits in the game, but initially only five of them are available in Quick Arcade mode. To access the whole lot you have to excel in the Gran Turismo mode. As you progress through the tournaments you find yourself racing around new tracks, and once you've beaten them they become available in Quick Arcade mode too. The circuits are a mixture of fairly basic loops, countryside drives and town tracks. All the ones we've seen so far look excellent – lots of detail in the scenery and around the track, and not a hint of pop-up. But no spectacular roller coaster bits like those in *Rage Racer*.



Quick Arcade lets you choose a track. Go for High Speed Ring, Trial Mountain, Grand Valley, Autumn Ring or Deep Forest.



LET'S SEE THAT AGAIN

Replays in *Gran Turismo* follow each race, and are shown from various viewpoints – trackside and in the car. Then, if you're proud of your driving (or if you caused a really spectacular pile-up) you can save the replay for later viewing in the Replay Theatre. Aside from that, the replays aren't so useful, but they do demonstrate how realistic it all looks. Squint and you could be watching Touring Car races on the telly.



Showing off those magnificent smasheroos – what else is a replay feature for?!



TWO TURISMOS

Like most driving games, *Gran Turismo* offers two race modes. Choose Quick Arcade when you want to have a quick burn around the track, Gran Turismo is the full-on tournament.







Here you can go for a single race, time attack or split-screen two-player battle race. Choose from a selection of 40 cars, all with their own characteristics (different top speeds, acceleration and handling). You can also have the benefit of computer-assisted steering, or go for the more realistic Drift Mode which will have careless drivers sliding off at every corner.







There are ten different championships and a dozen tracks to test your mettle on in the Gran Turismo mode. You start with a parpy little crudwagon, but by winning prize money you can buy new parts. When you've got more of a wad, you can blow it on a new car. This mode also features a series of driving test exercises that teach you how to handle your vehicle.













WE LOVE YOU GRAN CAR!

A lot of race games feature cars which are similar to real motors, but *Gran Turismo* has the real thing. Sony have acquired licenses from Subaru, Toyota, Nissan, Honda, Mazda, Mitsubishi, Chevrolet, TVR, Aston Martin and Chrysler, allowing them to simulate their cars in the game. In total there are 140 different vehicles, ranging from a Subaru Legacy Touring Wagon (which looks like a turbo-charged estate car), to a Dodge Viper. The handling on each is supposed to be completely authentic, but as none of us has ever driven an Aston Martin we can't really comment on that. However, they definitely LOOK like the real thing, even down to the trim and paintwork. All cars are available in production colours, with metallic paint as standard – allowing for reflective effects, and specular highlights that make them look showroom-fresh!



The Toyota Trueno – a bit like something your Geography teacher would drive.



The Aston Martin DB-7 Coupe – a bit like something a secret agent would drive.



No matter how much you smack 'em around they still stay shiny! It's like a dream come true!



SHOCK CAR SMASH-UP!

Gran Turismo will feature support for Sony's new Dual-Shock Analogue Controllers, which uses small electric motors to provide vibration feedback similar to that provided by Nintendo 64 Rumble Paks. We tried the game with Dual-Shock and, needless to say, cornering smoothly with one of these puppies is far superior to bouncing around the track with your old digital pad, and the force-feedback works superbly. You may recall that a couple of months ago Sony weren't even planning on releasing these controllers outside of Japan, but apparently some have been spotted in the USA being sold instead of the standard analogue pads. Expect the arrival of an official European version imminently.



What Playstation race game would be complete without a fancy bridge somewhere in the track? This one is to be found in the Grand Valley circuit.





THE PIT CREW

From concept to its current state, *Gran Turismo* has been in production for five years. It is the work of Sony Computer Entertainment Japan's 'Team Yamauchi', lead by 30-year-old Kazunori Yamauchi. Yamauchi has always been a major fan of cars and motor racing. In fact *Gran Turismo* is the third driving game he has been involved with. In contrast to his last PlayStation racer, *Motor Toon Grand Prix*, much more development time has gone on making Gran Turismo as realistic as possible. The work done on *MTGP* came in handy though, as Gran Turismo uses the same Automobile Physics Simulation Model (tweaked somewhat obviously) to realistically produce the cars' movements.



Photo-realistic textures and real-time lighting effects give the game an authentic look.

RAGE RACER OUT-RAGED?

We're all still busy playing *Rage Racer*, but sure enough *Gran Turismo* has us looking over our shoulder. We'll be more tempted to exchange keys when we get a more complete version, with the two player mode and the tournaments installed.









PLATFORM | BY NAMCO | ??? RELEASE | 1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY NAMCO TEL 0171 447 1600

After a string of hit PlayStation beat 'em ups and driving games, Namco turn their unrivalled talent to platform games!

KLONOA
DOOR TO PHANTOMILE









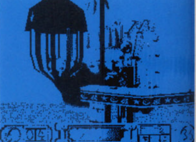
There was a time when nearly every home video game was a platform game. Film licenses, character licenses, no-licenses, they all ended up as jump-around-dodge-the-ghosts-collect-the-coins games. These days though, there are few developers willing to work within this old-fashioned format, and even fewer who can turn out a 'next generation' platform game which makes effective use of modern hardware. When we heard those PlayStation gods at Namco were producing a platformer, though, we felt sure that it would be a bit special. Now we know the truth – *Klonoa* is cool!

HYUPO'S RING

We've found the plot in *Klonoa* a bit difficult to fathom, but as far as we can make out from the (incredibly pretty) attract sequence, this is what you're doing. It starts with Klonoa himself (a kind of cat with wing-like ears) walking in the woods when a large gold ring drops from the sky and embeds itself in the earth. When he yanks it out a little glowing space friend called Hyupo appears and off they go, frolicking through the meadows.

Suddenly Klonoa sits up in bed – it's all been a dream! Or has it? There's Hyupo by his bed, and hovering somewhere over the land of Phantomile is the unwelcome presence of the wizard Ghadious who has followed Hyupo to Klonoa's home planet. With the help of Joka, Ghadious is invading Phantomile, taking the natives hostage and imprisoning them in nightmare bubbles, and only the wielder of Hyupo's ring can stop him. Taking the ring, Klonoa dives out of his house and prepares to do his duty!







SMASHING STUFF

Namco have taken a leaf out of Sega Sonic Team's book by breaking the game up into levels called 'visions'. In each vision Klonoa has to run through a maze of platforms in search of six imprisoned Phantomileans. The Phantomileans are held in eggs or nightmare bubbles, some of which are stashed in out of the way places, while others are invisible and only appear when Klonoa passes over a certain spot or hits a certain object.

As for the other power-ups, crystals serve the usual purpose of providing an extra life for every 100 collected, and if you smash a mirror fairy icon you get a few seconds in which every dream crystal you collect counts double. There are also memory clocks which Klonoa can hit. These act as restart points should he lose a life.





There's another one released! The block puzzle at the bottom of the screen shows how many Phantomileans are still to be found.



While the mirror fairy stays in the top left of the screen every crystal you collect counts twice!



Now how can you possibly get to that one? Some thinking required here perhaps.

THROW-A-FOE

Klonoa defends himself with the old standby of grabbing his foes then throwing them, to the left or right, or into or out of the screen. Throw them at walls to destroy them, or throw them at other Myus to destroy two at one stroke. The Myus serve other purposes too. Throwing a stunned Myu at an icon or a switch instantly activates it or, in the case of an egg, releases a prisoner or dream crystals. Also, if you grab one, then jump and press the jump button again, Klonoa hurls the Myu at the ground and doubles the height of his leap – essential in certain locations, and later in the game you actually have to manage repeated double-jumps, leaping from Myu to Myu to reach a lofty ledge.



Throwing a Myu at this target...

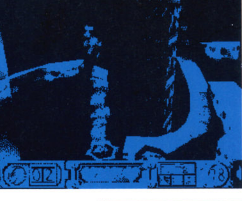


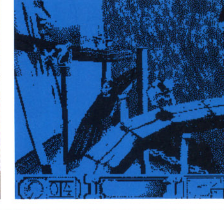
... drops this bridge.



Only the power of Myu jumps can attain such heights!



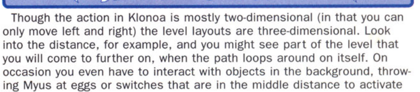




This path runs around a huge vase. There's a mine-cart level and a tree trunk stage too (below).







3D INTO 2D WILL GO

Though the action in Klonoa is mostly two-dimensional (in that you can only move left and right) the level layouts are three-dimensional. Look into the distance, for example, and you might see part of the level that you will come to further on, when the path loops around on itself. On occasion you even have to interact with objects in the background, throwing Myus at eggs or switches that are in the middle distance to activate them.

Paths also cross over each other, leading into and out of the screen, so that you can take a detour and explore another part of the level before coming back to the main route. As the path meanders around mountains or huge tree trunks the camera follows, zooming in and out and changing position too to give a better perspective of the action and a wonderful feeling of depth to the environment.



Here Klonoa can choose to follow the main route to the right or take a detour to the left.



Look in the distance and you can see...



... where you should end up later on.

GHADIOUS' LITTLE HELPERS

At the end of each vision, Ghadious and his little helper 'Joka', unleash a boss. The bosses we've seen are all cleverly done but anyone with any platform game nous will have a fair idea of how to handle them. Klonoa's means of defence is grabbing baddies and throwing them, so all you have to do in the boss encounters is work out what you can grab and where and when to throw it. The first boss, Rongo Lango, shown here, has only one vulnerable spot and that's the back of the ball he bounces about on. Grab a Myu and throw it at the ball when he bounces over Klonoa and he takes a hit. The sinister spine-fish and the crawling plant bosses that appear later in the game use different attack patterns but they yield to similar tactics.



When he's not trying to bounce on Klonoa's head, Rongo Lango attacks with air and ground shockwaves.



Here you have to grab a Myu, then bounce over the plant and throw one into its gaping maw as it passes beneath you.









JUMP TO IT SONY!

As far as we can tell from our Japanese copy, Klonoa is a really nice platform game. Nothing staggeringly new, but it has a lot of style about it, looks great and it's really easy to pick up and play. We look forward to the European version.



PLAYSTATION ROUND-UP

More sure-to-start a fire PlayStation gear in development that we like. Check them all out, or consider yourself a fool.



BUST A MOVE

Compete against other dancers as you concentrate on the beat, and move your feet. This is the first Battle Dance Game ever made, and it's loads of fun.

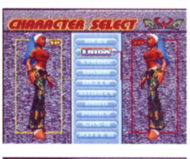
Learn the dance routines of at least 10 ultra-stylish characters and use them to shame the competition. Bust A Move could be described as *PaRappa* meets *Virtua* – a dance game which uses *Virtua Fighter* style commands to make characters dance themselves dizzy (do the boogaloo).

Follow increasingly complex button commands which appear on screen - similar to the *Tekken 2* practice mode. Hit them in the right order, with spot-on timing, and your character performs wicked dance moves. So cool, in fact, that it makes you want to get up and dance yourself. Kind of.

Dancing starts off simple - just clap your hands (one button). Very soon the commands become tricky to pull off within one bar of music (down, up, down, up, right, button, different button...) but the character's response is totally cool if you succeed. There are even dance combos you can pull off if you get the hang of it – these really make the crowd go wild.







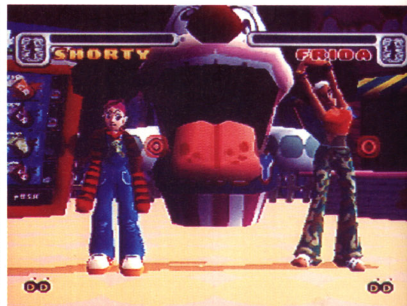




The hotter your character gets, the more his/her popularity meter builds up. Once they've worked the crowd into a frenzy they deal a blow to their rival - sounds like a clap of thunder. This messes up the rivals's concentration, so they have to work to get back into the groove.

Each contest is timed according to the length of the track being played. Incidentally, all the music comes from top Japanese dance label AVEX TRAX. When the music stops, the performance is rated. First of all the guy or gal with the most popularity wins. But if this goes right off the scale it's FEVER TIME – your character's chance to please the crowds with an encore. This is also your chance to sit back and admire their style without having to sweat it out with them.

We're very impressed by *Bust A Move*, and can't wait for Heat, Frida, and especially Shorty to make it over here. Currently we understand that Sony UK are looking at the possibilities. It would be a shame if they don't.



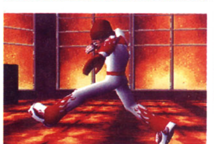
Warming up before the contest begins. Wait till you see Shorty go!













The trademark "Bust A Move" is owned by TAITO CORPORATION in all countries except Japan. ENIX CORPORATION owns the "Bust A Move" trademark in Japan. In accordance with these trademark registrations, ENIX will not release its dance game in countries other than Japan with the title "Bust A Move".

3D ACTION | BY SME | TBC RELEASE | 1 PLAYER

TENCHU

We have very little to show on this *Tomb Raider* style ninja game, which is a shame since practically stile the show at PlayStation Club Festival.

You control a ninja who is assigned various covert missions in the heart of ancient Japan. The game is presented entirely 3D polygon-style. The environments are a little basic at this stage, but the central character – the ninja Tenchu – is complex. Tenchu performs spectacularly – rolling silently in the dust, sneaking up on opponents to slit their throat. If he is spotted by the enemy, Tenchu stands firm and deals a few deliberate strikes with his sword to bring the enemy down. It's brutal, but the animation is so convincing that the adrenaline rush is tremendous. Items available to Tenchu range from shuriken to small tacks which are strewn on the ground to spike the enemy's feet.

Most of Tenchu's movements are based on stealth however. There is a special Danger meter – like Spiderman's spidey sense – which grows in intensity if trouble is near. Much of the time is spent edging along the sides of buildings, or on his haunches taking small steps between objects so as not to be seen. Using his grapple, Tenchu can pull himself onto a roof, and across to others. Tenchu also has smoke bombs to confuse the enemy while he uses a ninja's ESP to create havoc.

Easily one of the coolest games to look forward to this year. Sony Europe already have this scheduled for later in the year. We'll be providing updates as regularly as possible.

PUZZLE ACTION | BY SME | TBC RELEASE | 1-2 PLAYER

DAM DAM STOMPLAND







You get a swell head, AND a swell body when you win!



Funny how stepping on your best mate's shadow is such a laugh – when you're seven years old! If ever you want to relive those moments of total silliness again, *Dam Dam Stompland* is your kind of game.

You don't have to think too hard to enjoy *Dam Dam Stompland*, though you do have to concentrate like crazy. Two characters enter an arena, cast over by a bright light. Each time one character steps on another's shadow, he/she becomes bigger and the rival becomes smaller. Do this three times to win. Of course the bigger the character gets, the easier it is to get Stomped. Plus the smaller the rival gets, the harder it is to stomp them. And so it goes in a daft, but fun sort of way.

For added appeal there are seven varieties of virtual light to affect the way the shadows behave. The light can be set to move in a figure of eight; in the shape of a flower; in circles toward the centre; flick between different light sources, or simply at random. There are also collectible items on screen which affect the way the game is played. Solo players have the option of Story Mode – which strings stages together, possibly even provides boss characters to deal with. Successfully complete story mode and you add new arenas and tricky new opponents for the standard versus mode.

Dam Dam Stompland looks like it's going to be another cool release for PlayStation. It's certainly diverse. No doubt we'll be shedding more light on this game soon, without a shadow of a doubt...

PLATFORM | BY WHOOPEE CAMP | TBC RELEASE | 1 PLAYER

TONBA











A weird new platform game from a Mr Fujiwara, the creator of Capcom's classic *Ghosts and Goblins, Street Fighter, Mega Man*, and *Resident Evil*. That's some history!

Like *Yoshi's Story* on Nintendo 64, *Tonba* (that's also the name of the pink haired hero) is a 3D/2D platform game. Tonba, the character, is armed with a mace which he uses to target most enemies. Where you start to see the influence of classic Capcom is when Tonba leaps on enemies and uses Judo-style throws to fling them into each other, or at objects to trigger reactions. Though the characters are all 2D, their environment is 3D, which allows Tonba to hop into the 'background'.

Stage design is pretty bizarre – the kind of thing Mr Fujiwara might have tried in the next installment of *Ghouls and Ghosts* or *Mega Man*. In one area, Tonba travels across a land of giant laughing flowers. Seems this laughing is infectious, because every time Tonba stands still he winds up laughing too. Very strange.

Capcom aficionados may remember *Gargoyle's Quest* on the NES, and Game Boy. These games combined role playing adventure with platform action. A similar approach has been applied to *Tonba*, though we know very little about what the RPG element involves.

Tonba is one to look out for we reckon.

PUZZLE ACTION | BY HUDSON SOFT | TBC RELEASE | 1-4 PLAYER

BOMBERMAN WORLD

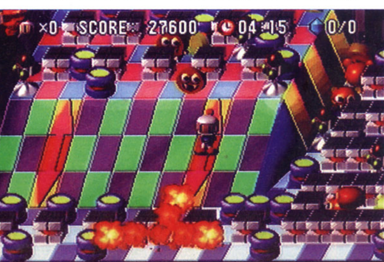
An old favourite with CVG, *Bomberman*. Recently Hudson have been experimenting with the tried and tested formula which has made the series a success. The Nintendo 64 version kind of lost the spirit of the originals. This latest PlayStation incarnation is borderline, but worth a mention.

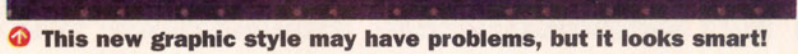
First thing you notice is that *Bomberman World* adopts a 3D isometric view. This allows for multi-layered arenas. This could present difficulties when trying to located items in the blink of an eye – or spot bombs that are ready to blow. Split-second strategies are what *Bomberman* is all about. We need to really test if this new perspective works or not before casting a final vote.

New game-play additions are the Challenge game – select three power-ups from the list before entering the competition. Another mode sees BM attempting mini-games such as 100 meter dashes to obtain other power-ups - we're assuming this is part of Story Mode. There are also obstacles which trip Bomberman – for example mole hills. These hinder progress, but don't kill outright.

Let's hope these additions don't hinder the game's fun aspect, or that will kill the game outright.







This new graphic style may have problems, but it looks smart!











90% COMPLETE

SURVIVAL HORROR	BY CAPCOM
OUT JAN (JAPAN)	1 PLAYER

- SAT, PS AND PC PREDECESSORS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY VIRGIN TEL 0171398 2255

Rather than us giving everything new about *Resident Evil 2* in one month, we've even held stuff over so you blood freaks can get another small fix!

RESIDENT EVIL 2

What more could we possibly say about this game other than 'release it now!' If the huge five page feature last month wasn't enough, another batch of cool shots are here for your viewing pleasure. With a January Japanese release now set, the waiting for those lucky enough to own import machines is almost over. And because the game is a direct follow-on to the original, the links between the two are common. Chris and Jill are in the game (rumours suggest they are in hospital after their traumatic time in Raccoon Forest) and with other hints harking back, like Ada looking for her boyfriend John... everything falls into place nicely. Hopefully, we should be able to bring you more coverage next month, so keep it locked. Your doors that is...







SEE YOU LATER.....

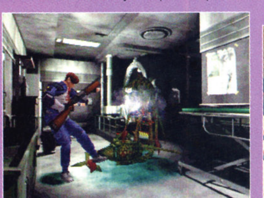
Alligator! This huge beast is one of the bosses in the game, and the first time you see it, we guarantee you'll fill your pants full of steaming turds! The way it moves, right down to the animation on the body, as it comes trudging towards you, is simply incredible! And needless to say, once you eventually defeat the croc, it goes down in oceans of blood! Excellent.



Just when you thought it would be safe to return to the sewers... Rattle off those bullets pronto, or you'll find yourself as a human toothpick!

AND FOR MY NEXT TRICK

As Umbrella are at the centre of this latest zombie outbreak, common sense suggests that there must indeed be another lab in the city somewhere. Finding it is more difficult than you'd think, but these labs hide an even more gruesome secret. As some of the monsters in the pictures prove, the experiments conducted went wrong in a big way. Could it be aliens? Or just more hideously deformed zombies? Only time (and CVG) will tell.





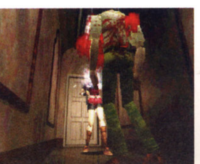






The police chief (or could it be Haggar from *Final Fight*?) looks like he's just soiled in his underwear.







BRING ME THE POISON

The waiting is almost over. Lock up your grannies. Brick up your doors and windows. Hide under the table. *Resident Evil 2* is here!

80% COMPLETE



3D PLATFORM | BY ACTIVISION | OUT APRIL | 1 PLAYER

- 8 AND 16-BIT PREDECESSORS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY ACTIVISION TEL 01895 456700

Pitfall Harry gets suited up for a nineties version of his classic game. Run around, jump gaping chasms, whack things! *Pitfall* is back!



Back in the days of one button joysticks, huge chunky cartridges and the words 'Atari' and 'successful' could be used in the same sentence, a game called *Pitfall* appeared on the old Atari VCS. It was a simple affair, jumping over pits and such like, but one that proved immensely playable. Over 15 years on and Pitfall Harry is back, with a brand new 3D world to run around in. Naturally, new monsters have been created to keep up the the new modern approach. Of course, Harry still has the trademark swinging ropes to help him get across ledges, but they too are a hazard to him, as some are made from fire! It's shaping up nicely and may be one of the surprise titles of the year.



Even if you cannot fully jump onto the platforms, Harry has the ability to hang and pull himself up if necessary. It's more exciting than it sounds.

HAPPY AS HARRY

The basics behind the game are still the same, in that you have to jump from platforms to disappearing planks and over lava pits, but a host of enemies get in your way. Small scorpions grab hold of you with their tail if you stray too close to them, and giant ape beasts give you what for if you fail to clump them first. The bosses are also particularly nasty. The Gladiator boss is situated inside a giant gas tank which is filled with a substance called Lucense. This liquid substance also has anti gravity properties, and you float on top of it. All you have to do is close all of the ducts so that the gas level rises and he drowns. The trouble is, if you don't plug it in time, he opens it up and you have to start all over again.



Stepping on the gas (Lucense) causes you to stagger about, a bit like Bambi on ice. Hmmm.

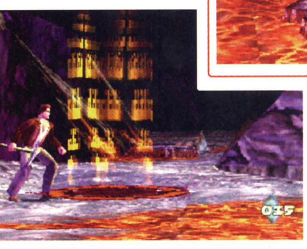


You can control the direction you swing in once on a vine.

CRYSTAL WINTERS

Lucense is also the name of the crystals that you have to collect during the levels. And because of the size of the stages, there are hundreds of them to round up. If you're running short of health, these crystals can be exchanged for life in special plumes of light that are situated at key points around the levels. The other important icon to look out for is the restart logo. Yes it's obvious to say this, but there is nothing more annoying than completing half the stage, dying and being sent back to the start.

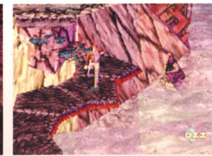












IT'S THE PITS!

With any luck, we'll be able to bring you the finished review version next month. We'll find out then if it's as good as it promises to be.


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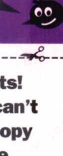
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AFTER FINAL FANTASY VII

Many of you are nearing the last battle in *Final Fantasy VII*. We know the game has lived up to your expectations from the letters and phone calls we receive. But what next from Square?

The amazing success of *Final Fantasy VII* in the UK has created a huge interest in the RPG-style game. Since we're partly responsible for this, CVG is planning to dedicate more pages each month to RPGs. We kick off this month with at look at Square Soft's stunning range. These stand the best chance of seeing a UK release as Sony already have the rights to publish Square Soft games in the UK. And the 1998 line-up is at least as worthy as *Final Fantasy VII*.









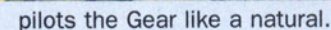
XENOGEARS

Fights featuring *Tekken*-style commands during battle, and a graphics engine which puts even the stunning *Grandia* (Game Arts – Sega Saturn) to shame. In *Xenogears* you adopt the role of a teenage boy named Fei, who is suffering from amnesia. This is the device Square use to make each new revelation in the story more and more exciting.

For example the story begins with Fei painting a picture at his home in Rahan, a quiet country village. This fools you into believing *Xenogears* follows the Sword And Sorcery direction, made popular by Enix's *Dragon Quest*, and later Capcom's *Breath Of Fire* series. You're even required to lead an expedition into the mountains, where you get a taste of the cool battle system, and the ability to fully rotate the 3D world using the shoulder buttons on your controller. Wow!

In fact this is just a prelude. As Fei and his team of friends continue they hear a rumble, and distant screams. Rahan is under attack from impossible beings — colossal robot suits called Gears. Fei rushes back to save the village, but instead of trying to stop the gears, Fei climbs into one (slightly different to the others) and challenges the invader! What's even more surprising is that he pilots the Gear like a natural.





There is more to Fei than he can easily bring to mind. And there is more to *Xenogears* than a casual glance will disclose.

The theme of combining advanced technology and ancient arts is very popular with Square. It was brilliantly engineered by *Final Fantasy VII*, and the *Xenogears* take is also great. Visually it allows for a greater variation of scenes – futuristic cities and vehicles; lush greenery. Characters range from understated humans to the surprising, often disturbing, exploits of cyborgs. One female character, Emereda Kharim, is a cyborg created by a race called the Zeboym. She looks like a natural human being, but has a few surprises in store.

Battles are more interesting because of the tradition/technology mix, though *Xenogears*' battle system would be fantastic under any circumstances. You can have more than three (possibly up to six) members in your fighting squad – in *FFVII* there is a maximum of three. To launch an attack players must input commands in a style similar to *Tekken*. Combinations of moves are built up in much the same way too. Spectacular sequences of moves result, some culminating in outrageous magic (meteors, volcanic eruptions, typhoons...)! Since you enlist the help of many characters in *Xenogears*, you can imagine how many combos there are to learn! The same technique applies to using the Gears, whose colossal size shakes the ground when they walk, let alone practice Kempo.

Xenogears is already creating havoc in Japan, which gives Sony good enough time to persuade Square that the UK needs it for Christmas '98. We'll keep you informed!







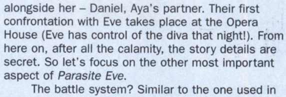








PARASITE EVE



If *Final Fantasy VII* is your first experience of RPGs, we think *Parasite Eve* is likely to impress you the most. Just like *FFVII*, *Parasite Eve* has quite a dark theme and features less cute characters. It also adopts a similar cinematic style.

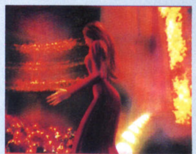
The title of the game is very literal – the story relates the existence of a gross human parasite, Eve. This monster consumes people from within, then unleashes terrible magic on anyone within sight. Only one person can stop Eve: would you believe it, a NYPD cop name of Aya Blair! Of course Aya isn't about to win this war with cuffs and a trip to the station. Fact is she doesn't know how to herself, but for some reason Aya is immune to Eve's evil. As for everyone else in the story, they're either cooked or consumed by the parasite, which leaves Aya even more monsters to contend with.

It's an intriguing story, set just before the new Millennium in New York city. Initially our heroine has only one close friend with the courage to fight alongside her – Daniel, Aya's partner. Their first confrontation with Eve takes place at the Opera House (Eve has control of the diva that night!). From here on, after all the calamity, the story details are secret. So let's focus on the other most important aspect of *Parasite Eve*.

The battle system? Similar to the one used in *Final Fantasy*, but much more advanced. Not difficult, just more varied, and more involved. First of all the scene doesn't change for a battle to take place, whereas in *FFVII* battles look quite different to the main game.

This significant change means that battles are carried out in full 3D – both sides can move sideways, closer to, or further away from the opponent to dodge attacks or strengthen their own. Targeting is automatic, but evasion is done manually which will require lots of concentration to survive. To account for the freedom of movement, there is a new Vicinity Radar. Green lines indicate air space, and blue lines describe the ground area. The size of the Vicinity Radar is determined by the type of weapon. Unless the enemy is within its, you cannot attack.







Once you've attacked you need time for your power to restore. This is where you need to manually dodge the enemy's attacks. This approach has never been tried before in an RPG.













CHOCOBO DUNGEON

True to a Chocobo's magical character, this action RPG is mysterious to the core but cute with it.

Action shifts between adventures above ground (chatting to people, learning what is required of you as an expert dungeon explorer), and dungeon exploration itself. The most exciting point about this routine is that the world above ground changes according to what has been discovered underneath. New fields appear, new roads, new houses, even new people. This makes the game different each time you play!

Making it all happen is achieved always from a hands-on action approach. The basic control system doesn't switch to menus when there's a battle, players can move around Chocobo, or his partner Atola (the Mogli), freely at all times. Fights use a variation of the Active Time Battle, and it's up to the player to allow Chocobo to recover between blows. Just hitting out all the time results in weak attacks, same as in *Secret Of Mana* on the Super NES in fact. Items which increase Chocobo's attack power are found hidden in chests somewhere in the dungeon, or bought above ground in one of the villages. Likewise magic potions.

Magic is applied in Chocobo's own cute way – before casting a spell he sits down to read it from a huge book. All the *Final Fantasy* favourites are here, including the Summon Beast variety. The special effects are magnificent, as you should expect from Square.

Another spectacular game for you to lose sleep over. Hurry Sony, before you become responsible for a nation of insomniac zombies.















PLATFORM | BY TRAVELLERS TALES
OUT MARCH | 1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- RELEASED BY PSYGNOSIS TEL 0151 282 3000

When some of the biggest names in games get together in an attempt to push the PlayStation to its limits, the end result looks a bit like this.

RASCAL









Of course *Mario 64* will never appear on the PlayStation, but could the machine handle it? For the answer to that, look no further than *Rascal*, the latest offering from Psygnosis. Here's a cute platform game that has a look all of its own, yet the *Mario*-matching power behind the graphics is apparent for all to see. If it has the gameplay of the Nintendo classic, *Rascal* could be making some waves of his own come the spring, and so far the signs are looking very good.

TIME KEEPS ON SLIPPING

Chronon, the evil time overlord, is meddling with the past. He's kidnapped your father, Professor Casper Clockwise, an esteemed scientific adviser. He's also stolen the Professor's plans for a time-travelling vessel. The ETTAS machine (Exploration Through Time And Space) will give Chronon powers beyond comprehension. It's up to you to save the day, because you are Rascal!



The little Rascal is about to turn into a pancake. This could turn nasty.

THE BOY IN THE BUBBLE

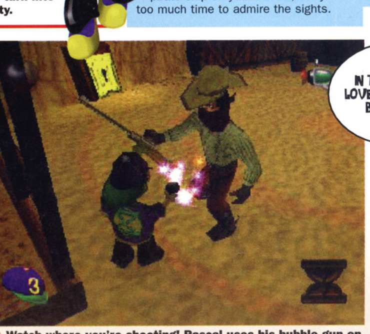
Rascal must make his way through six worlds in a bid to stop the evil Chronon, and return history to normality. You must defeat the time overlord's henchmen, and collect six segments on each level to create a time bubble. This bubble allows Rascal to travel through time. Starting in your home/lab you must find the gateways to different time-portals, and clear up any mess that Chronon may have left behind. You'll visit the Wild West, the land of the Aztecs, and a pirate ship on your travels, but you won't have too much time to admire the sights.







Friend or foe? This robot doesn't look very menacing, but you can never trust shiny robots!



Watch where you're shooting! Rascal uses his bubble gun on the cowboy's hide. No wonder he's protecting his identity.







IT'S TIME TO PUT ON MAKE-UP

The makers of the game realised that to compete with the Mario's and Sonic's of the world they'd better have some interesting characters in the game. Travellers Tales approached the Jim Henson's Creature Workshop to design the three main characters in the game. Known for their designs on Sesame Street and of course The Muppet Show. Henson's Workshop provided the look of Rascal, Chronon and Casper Clockwise for the game. They aren't quite Kermit the Frog, or Fozzie Bear, but they have a style all of their own.



Well, we guess he's about the same height as Kermit, and some parts of him are green.

WE'RE SENDING YOU BACK TO THE FUTURE!

The next part of the game is quite clever. In a twist involving the theft of the time-machine plans. Each of the six worlds must be visited in different time periods – the past, present and future. This radically alters each world. For example the pirate ship in the past is sailing on the sea, and inhabited by pirates. In the present it is a shipwreck at the bottom of the ocean. While in the future, the ocean has dried-up, and the ship lies derelict in a desert. The same twists happen for each of the worlds. In one, a castle in the past is inhabited by knights, while in the present the castle has been turned into a museum complete with exhibits. These changes in time lend the game a great deal of humour. There are lots of small visual jokes to look out for once you enter each different world and time.



The Wild West in the past, it's very wild.



In the present there's '30s style gangsters!



Tonight's special guest, Crash Bandicoot, and his ker-azy mask.



A raptor on the prowl, and you've only got a bubble-gun!



Hurrah for the obligatory mine cart level. Now in glorious 3D!



Rascal finds himself having to rescue gobbos, and a crocodile.

THEY'RE GOOD THEY ARE

Travellers Tales already have a reputation of working wonders on the Saturn and Megadrive. Their recent show of skill was displayed in *Sonic R*. For *Rascal* on the PlayStation they seem to have surpassed even their own high standards, with lots of graphical trickery and effects on screen. Even more impressive is the short loading time between levels. Each room that Rascal enters must be loaded separately, but this takes place so fast that you'll hardly notice it. Once in the game, the look is astounding. Lighting effects and reflective surfaces really show off the graphical side of the game. Let's just hope it plays as good.

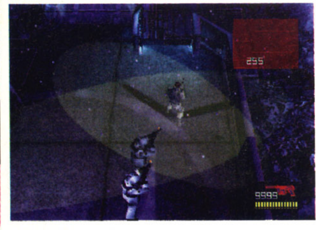


Oi Mario! You can take your free-roaming 3D platform antics and stick 'em where the sun don't shine. Anything you can do, I can do... the same!



HEY BOY, YOU SURE LOOK PRETTY

As you can see *Rascal* is quite a beauty. In the coming months we'll soon find out if there's a brain in there as well. Hopefully it won't be a beast!





SURVIVAL ESPIONAGE | BY KONAMI
OUT SUMMER | 1 PLAYER



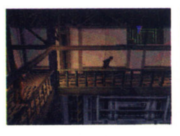


- MSX PREDECESSOR AVAILABLE
- N64 VERSION RUMOURED
- STORAGE 1CD
- RELEASED BY KONAMI TEL 01895 85 3000

This is it. The surprise PlayStation hit of 1998. And if you don't believe us – sit up and pay attention. You can have your *Tekken* and *Resident Evil* sequels, but if you're after original software, watch this!

METAL GEAR SOLID

Ok, so *Metal Gear Solid* is a sequel too, but just as *Final Fantasy VII* proved last year, other consoles' losses are the PlayStation's gain. *Metal Gear* first appeared on the now defunct MSX system over ten years ago. Although the MSX played host to a *Metal Gear* sequel – *Solid Snake* – the game's creators were waiting for a suitable platform to arrive, for the game they'd always envisaged. Of course that machine was the PlayStation, and *Metal Gear Solid* has already been over two years in the making. In those two years, *Metal Gear* has being wowing audiences at nearly every trade show throughout the world. Konami have been proudly showing the latest video footage and basking in the praise. Now we'll show you what all the fuss is about, and remember, by the end of the year you'll all be playing this!



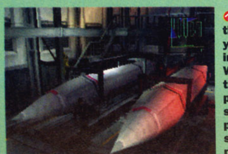




JUST A MAN, AND HIS COURAGE

A nuclear weapon has been stolen by a terrorist organisation, and moved to a top-secret military base in Alaska. The terrorists have identified themselves as Foxhound. A special troop formed in the 1990s, who specialised in combating local rebellions, and terrorist activities. In the 21st century, Foxhound members received gene therapy. Sometime after this their whereabouts were unknown. Now they have emerged, and made their intentions very clear. As Solid Snake, an ex-Foxhound member, you must combat these terrorists. Although this is a one man mission, there may be members of Foxhound that can assist you, should you reach them in time. You have 24 hours to infiltrate the base, eliminate the terrorists, and disarm the nuclear missile.

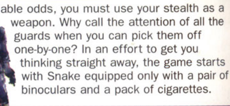


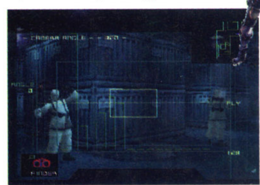


Are these the missiles you're looking for? Whatever their purpose, they still act as pretty awesome hiding places!

THE NAME'S SNAKE, SOLID SNAKE

The stage is set for a thrilling adventure, and boy are you going to get it. Be warned, you shouldn't expect to infiltrate the base with all guns blazing. No, this is the thinking man's shoot 'em up. As in Rare's brilliant *Goldeneye*, stealth is all-important. Facing seemingly insurmountable odds, you must use your stealth as a weapon. Why call the attention of all the guards when you can pick them off one-by-one? In an effort to get you thinking straight away, the game starts with Snake equipped only with a pair of binoculars and a pack of cigarettes.

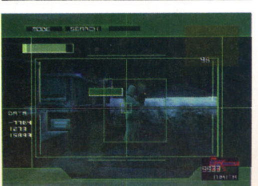








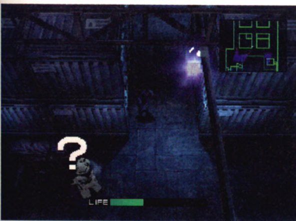






BABY STEPS INTO THE BASE

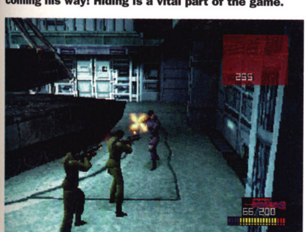
The ways to attract guards attentions are numerous. All the guards on the base follow their own set agendas, even taking breaks at certain intervals. Forget making loud noises with guns, even a footstep can alert these guys. Guards can also throw grenades, so hiding behind what appears to be a solid object isn't even safe. A grenade can simply be lobbed over the top to kill you.



The question mark above his head shows that he is confused and is vulnerable to attack. Go get him!



If only the guard heading your way knew what was coming his way! Hiding is a vital part of the game.



Sod the stealth! You've been spotted and safety has become the number one priority! Shoot and run!

A VIEW TO A KILL

The game takes place in an amazingly believable 3D environment. The majority of the game takes place through a third-person perspective, though *Metal Gear* has some advantages over *Resident Evil*. Here you can switch to a first-person perspective, which is especially useful for shoot-outs. From here you can use a look button just like Lara Croft in *Tomb Raider*. While in the third-person perspective you can also move the camera, to give yourself a better view of the action. If that wasn't enough, the camera will move around by itself to give you a better view of the proceedings.







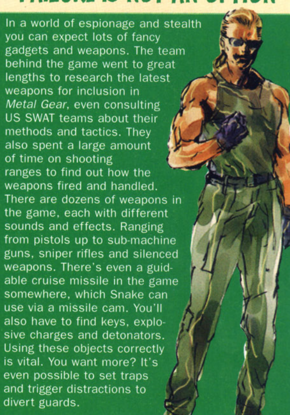


You area able to rotate the camera should you have trouble seeing everything.



The guard hasn't spotted Snake and is going to suffer! Oh well, at least you're alive!

FAILURE IS NOT AN OPTION



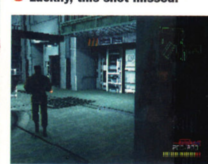
In a world of espionage and stealth you can expect lots of fancy gadgets and weapons. The team behind the game went to great lengths to research the latest weapons for inclusion in *Metal Gear*, even consulting US SWAT teams about their methods and tactics. They also spent a large amount of time on shooting ranges to find out how the weapons fired and handled. There are dozens of weapons in the game, each with different sounds and effects. Ranging from pistols up to sub-machine guns, sniper rifles and silenced weapons. There's even a guidable cruise missile in the game somewhere, which Snake can use via a missile cam. You'll also have to find keys, explosive charges and detonators. Using these objects correctly is vital. You want more? It's even possible to set traps and trigger distractions to divert guards.



Look closer and you can see the laser sight on his gun. It's attention to detail like this that is sure to make *Metal Gear Solid* a winner.



Luckily, this shot missed!



Pray you don't get the farts.



Hiding behind glass eh? Hmm.

START PLANNING YOUR ATTACK

Are you excited yet? We certainly are, and can't wait to get our hands on a copy of the game. As soon as Konami give us their blessing, we'll be giving you even more on this amazing release. Synchronise watches.

ELLE DECORATION

When playing the game you could be mistaken that you're watching a movie. This is because the project's director, Hideo Kojima actually wanted to be a movie director before he got interested in games. This is evident when you see the movement of all the characters and how enemies react. His attention to detail is incredibly accurate. Which is why nearly all rooms are full of objects, rather than the sparse table and chair set up you usually get in 3D games. Kojima even boasts that you can see nuts and bolts in the background walls – a detail he is especially proud of.

80% COMPLETE

PC CD ROM

STRATEGY | BY HOOKSTONE
OUT APRIL | 1-MULTIPLAYER

- PREDECESSORS AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY PSYGNOSIS TEL 0151 282 3000

One of the most famous games to be made in the UK in the eighties, is about to attempt a possibly reputation-damaging comeback. Can it pull off the impossible?

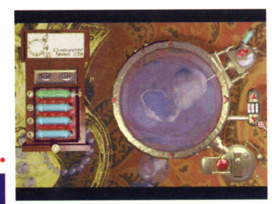
SENTINEL RETURNS

If you're too young or simply don't remember the game *The Sentinel*, then you're missing out. It made its first appearance on the BBC Micro in 1985. In subsequent years it was released on numerous other formats. What is it about? Well that's pretty difficult to explain. In the intervening years since *The Sentinel* appeared, there hasn't been anything like it. Basically, *Sentinel* is a classic puzzle game with thousands of levels. It starts off pretty simple, but before you know it you're hooked. Minutes turn to hours, and hours become days – don't say we didn't warn you.

ROSE-TINTED SPECTACLES ALERT

To understand the importance of *The Sentinel* you have to go back to the beginning. The original game was conceived and coded by Geoff Crammond – a legend amongst games makers. Through his career he has treated us to *Aviator, Revs, Stunt Car Racer* and *Grand Prix*'s *1* & *2*. Although he has had no involvement with the sequel, his imprint remains throughout the game. Upon its debut, *The Sentinel* was hailed as a masterpiece. A fact that remains today. In recent years many have cried-out for an update. Now that wish is finally about to see the light of day. Will a game that was in many ways ahead of its time, still be able to hold the modern player's attention?



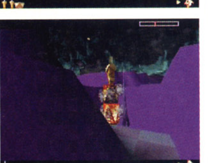


The sinister level select screen. Semi-victorian crossed with David Lynch.



Quite exciting things happening here. Trees, boulders and genies of the lamp?





SAY HELLO TO MY LITTLE BRAIN

The idea and gameplay behind *The Sentinel* is a rather strange concept. The player must absorb the sentinel and replace him as ruler of the level. This carries on through hundreds of levels. The Sentinel is inactive until you start to absorb energy. To move around each level it is necessary to do this. The original game featured a chessboard-style landscape, the sequel retains this design, but a little more subtly. You are only allowed to move to areas that you are able to see from where you are standing. So in order to absorb the Sentinel, you must be positioned above him. This is easier said than done because the Sentinel has the highest vantage point of each level.







Use boulders to make a replica of yourself. Use the spindly trees to absorb more energy.



While the PlayStation version is a little cruder than the 3Dfx game (below), it contains all the same levels!

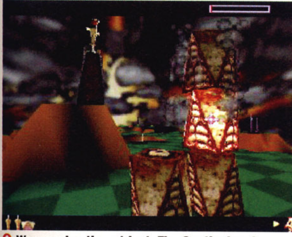






DOES NOT COMPUTE!!!

The idea is simple, but explanations get a little difficult when it comes to the area of absorbing energy. The Sentinel from his vantage point is constantly turning, scouring its vantage point for anything with a higher energy value than a tree – namely you. To move around this domain, you must transfer energy by making a replica of yourself. You can then transfer into this replica, and absorb the energy from the previous replica. All objects in the game world have an energy value. A replica of yourself contains three units, a boulder two, and a tree one. To make a replica you must use the energy from trees and boulders. The Sentinel has an energy value of four. If the Sentinel happens to locate you, he will reduce the energy one unit at a time, until you are killed. Ahh, we can hear the strategies formulating in your heads already. Which, of course, is the key to success in this awesome game.



Wow, real action at last. The Sentinel and you share the same screen. Will wonders never cease?



Is this the latest Pink Floyd album cover art? Or MiKe Oldfield vs ELO remixed by DJ Shadow?

HE INVENTED HOUSE MUSIC!

The game also uses Q-Sound. This uses two speakers to create a pseudo-surround sound experience. With a pair of headphones the experience is said to be even better. This technology is used to aide the player. With the sound used to indicate where the Sentinel and his Sentries are placed.

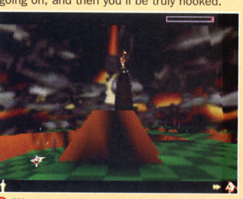
The soundtrack to the game also has a high pedigree and a bit of history behind it. Being written by none other than John Carpenter, the director behind such films as Dark Star, Assault on Precinct 13, Halloween, Escape form New York and The Thing. He also writes the soundtracks to most of his films, so if you're familiar with his work, it'll come as no surprise to discover his soundtrack for the game is minimalist but very powerful.

MY BRAIN IT'S GOING TO EXPLO...

Things get tougher in later levels. With the Sentinel placing sentries around each level, to further his chances of absorbing your energy. Think of the Sentinel as a huge light-house. If you are caught in his beams, you'll have to start looking for an escape route, and hoping that the escape route is not in the Sentinel's sight too. This is such a brain-taxing game, that it's said the only way you can win is to really learn the levels. You must plan strategies like a general, and be pretty quick while you're doing it. Each level appears like a mini-mountain range. With you usually placed at the lowest part of this mountain. This is a very difficult game to describe in words, and one that Psygnosis admit will be difficult to market to people. They do believe however, that once you play it, you'll fully understand exactly what's going on, and then you'll be truly hooked.



Blink and you'll miss the action. Some mountains... and nothing else!



Wow, we know what's going on in this one, but we've sadly run out of space!

ANY ROOM FOR IMPROVEMENTS?

John Cook is the man responsible for this daunting sequel. A huge fan of the original, he is considered the only person in the world to finish the game – twice. An amazing achievement when you consider the original featured 10,000 levels. John realises there is nothing wrong with the gameplay of the original. Apart from the graphics, his main area for improvement in the sequel is the importance of an even learning curve. After you played the first thirty or so levels in the original, things got extremely difficult, then it felt it got easy again. This kept repeating in a cycle. As you progress through levels the Sentinel rotates faster, making your task tougher. A new addition on the PC versions will be the multiplayer option, where several players will be competing to remove the Sentinel.



Wow, did you see that amazing move?



What do you mean, you missed it?



Look, there it is again, did you see it?



Oh, just pay closer attention in future!

1



2

3



1 We must feed these wireframes into the Bat-polygon analyser.

2 It's taken a basic humanoid form. With an Oscar like stance.

3 Holy wireframe, Batman! It's a snake, wrapped around a female.

EVERYBODY (SENTINEL'S BACK)

Sentinel is a game that should never have gone away. So its return should be welcomed with open arms. We'll give you our essential verdict soon. Seriously!





3D SHOOTING
BY SHINY ENTERTAINMENT
SEPT RELEASE
1+ PLAYERS

• NO OTHER VERSIONS AVAILABLE
• PLAYSTATION VERSION PLANNED
• STORAGE 1 CD
• RELEASED BY TBA

Fed up being a tooled-up Space Marine? Try fighting off Satan in the form of a chubby cherub, in Shiny's follow-up to *MDK*.



Since it established itself with a string of formulaic but popular platform games, Shiny Entertainment has gone on to become one of the most innovative game developers around. To follow the extraordinary shoot-'em-up that was *MDK*, David Perry's team are working on Messiah, a game that's just as unusual and promises to be even more wonderful. So far most of the work has gone on creating new graphics-handling technology and, as you can see from these 3D-accelerated PC screenshots, it looks like a new standard in game graphics is about to be set!



Looks like your current body was a good choice. The guard has been taken out and you can continue.

CHERUBIC POSSESSION

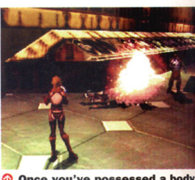
Though the finished product is still some way off, Shiny have a clear idea of how they want the action in *Messiah* to shape up. Basically, God has sent you, in the form of an angel, to save the world from the all-pervading forces of Satan, mostly by explosive means. Unfortunately, as an angel, you're harmless and can't actually do any damage, so you have to possess the bodies of the humans who inhabit that game's four 'worlds' and use them to do the fighting. Although you have to start by climbing aboard any old spud that comes along, you can then use them to seek out what you might call 'a better class of person'.

It's a clever game idea that has its roots in Andrew Braybrook's classic Commodore 64 game, *Paradroid*, in which an 'Influence Device' had to infiltrate spaceships by taking control of the different robots that inhabited them. Except for a few *Paradroid* off-shoot games, the concept has never been used since, which is amazing considering it must be one of the all-time classic game designs. Coupling it to Shiny's state-of-the-art graphics engine should result in something that's really special.





See that young lady holding the gun? She looks like she could be a useful host body...



Once you've possessed a body you can use their weapons!



ALL GOD'S CHILLUN

The clever bit about moving from character to character is that all of them come equipped with different skills and different weapons. Although you might start off controlling someone who's fairly weak, you might be able to use them to find another character who's more useful because they have, say, a whopper gun and loads of armour. Different character types also play a part; for example, if you can't gain entry to a certain area because guards won't let you through, try possessing someone like a policeman, who can enter restricted areas no bother. And of course, your influence alone can be used as a weapon in certain circumstances. Fed up with a certain character following you? Try possessing him then sending him over a cliff – that should sort him out.



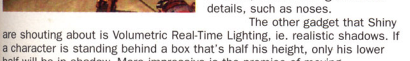


DEUS EX MACHINA

For *Messiah*, Shiny have developed a whole host of new gizmos for their 3D graphics engine, which promises to set a new standard for visual realism on home machines.

The main addition is a technology called RT-DAT (Real-Time Deformation and Tessellation), which, put simply, creates game characters that look and move just like real people. Each model has a bone structure which is manipulated to animate the character, and the skeleton is covered in muscle with a textured skin stretched over the top. What you see are characters whose clothes crease and pull tight as they move, and whose chests rise and fall as they breathe.

Real-Time Tessellation is a process that allows the computer to make polygonised characters look as realistic as possible no matter where they are in a scene, and no matter how cluttered a scene is. Basically it's an intelligent system that can remove polygons that aren't needed when the character is a long way from the camera, or when a lot of characters pile onto the screen and the game is in danger of slowing down in the midst of a major barney. The standard detail level is very high at 800 polygons per character, but the system is intelligent enough to strip that down to 80 polygons if need be, without losing essential details, such as noses.



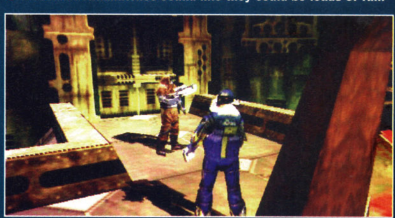
The other gadget that Shiny are shouting about is Volumetric Real-Time Lighting, ie. realistic shadows. If a character is standing behind a box that's half his height, only his lower half will be in shadow. More impressive is the promise of moving, shadow-casting, light sources. If that means you'll get to see the shadow of a potential target being cast by the rocket flying past his head, it'll be cool.

HEAVENLY DEATHMATCHES

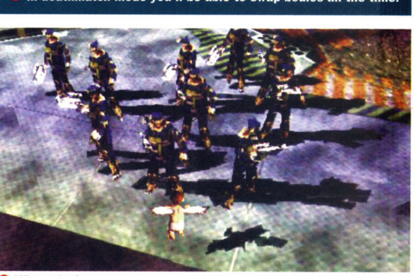
Shiny has stated that *Messiah*, or at least the PC version, will feature a multiplayer mode that offers 'the most exciting deathmatch games ever'. A bold claim, but they argue that in a *Quake* deathmatch it's usually the first player to get to the rocket launcher that wins (not something we'd necessarily agree with), whereas in *Messiah* the people are the weapons and the advantages each has may be more varied and subtle. Shiny also reckons that, because you can see who or what each player's character is, you can see what kind of threat they present, and that adds an extra dimension to the gameplay. That may be true – seeing your opponents' armament was one of the best features of Bungie's often-ignored *Marathon*.



***Messiah* deathmatches sound like they could be loads of fun!**



In deathmatch mode you'll be able to swap bodies all the time.



When playing as an angel you can fly about the game areas.



You've got a good choice of possible bodies here. Choose one with a big weapon.



THE GAME THAT IS TO COME

It's early days and we don't know who will be releasing *Messiah*, though chances are it will be Virgin Interactive. Watch out for more game details closer to the simultaneous PC and PlayStation release in September!

60% COMPLETE

PlayStation | NINTENDO64 | PC CD ROM

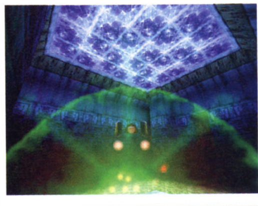
CORRIDOR | BY PROBE
OUT APRIL | 1-16 PLAYERS

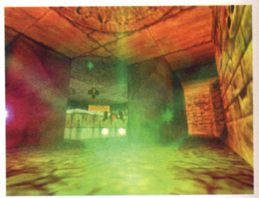
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- RELEASED BY ACCLAIM TEL 0171 344 5000

Imagine a cross between *WipEout 2097* and *Doom*, and you've got a game to take on the mighty *Quake*.

FORSAKEN

Nearly every corridor shooter that comes along tries to steal the crown from the previous heavyweight, by emulating that game to some degree. This year's number one contender is like a revamped *Descent*. Though, from the early signs of playing this game, *Forsaken* is a lot more fun than that game ever was. Flying through corridors with loads of selectable weapons. Plus the fact that this game is going to appear on three major systems. While the *Unreals* and *Daikatanas* of the world may be ready to put the gloves on and come out fighting, we reckon *Forsaken* is gonna flatten them both with one punch! (We'll keep quiet about *Duke Nukem Forever*, for the sake of this preview).





STAND ASIDE AND PREPARE TO BE BOARDED

Like all corridor-come-space shooters, *Forsaken* has a dodgy backstory to get you in the mood for some mindless blasting. Simply, in our best James Earl Jones voice-over – "The year is 2113 and the Earth lies in ruin. This is because of particle physicists delving deeper into the very fabric of matter itself. Their tampering caused the creation of an uncontrollable fusion reaction, sending an irresistible shockwave through the entire system. Within days all human life on the planet had been extinguished. The ruling council of the multiverse launched an investigation into the disaster immediately. Anything considered valuable was removed, and sites warranting further study were left guarded by military robots. Months later the system is 'condemned'. Any bounty hunter, mercenary or fortune seeker now has the right to raid the system, and may take anything they want". Which, of course, is where you come in. Taking on the role of a ruthless mercenary, you must venture into the wasteland and abandoned settlements that were once Earth. Your craft is the anti-grav pioncycle, with it you must battle the remaining mechanical vanguard, improve your fearsome reputation, and find riches.

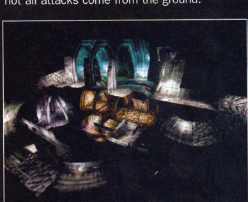


Here's where you'll be enjoying your holiday. Zooming round big pipes, covered in green goo.

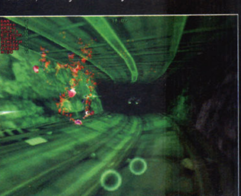
THEY'RE COMING IN TOO FAST

Each level of *Forsaken* is home to fantastic sights, complex puzzles and unbelievable odds. The Military's droid units will stop at nothing, and seek to destroy all intruders. These aren't just small sentry droids with meagre weapons. As levels progress, you'll be battling more powerful foes. Remember, not all attacks come from the ground.

Futuristic submarines, robotic nuclear missiles and airborne craft will all try to hunt you down. The 360 degree environment the network of tunnels provide, mean that you never know where the next attack will come from. When even the backgrounds can kill you, like a radioactive plutonium-carrying crane, then you know you're in trouble.



Another level. They're big and full of secrets, with little teeny-weeny bits and some areas that are really large. Wow!



Green walls, strange sparkly things. it's all a bit too much. All will be explained in a future issue, promise.

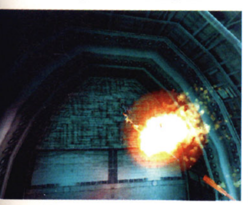




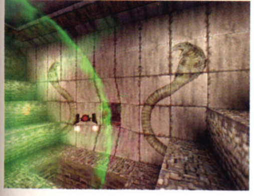
That target's not too small, it's you-or-him time. It's like shooting wamp rats in your T-16 back home. Or something like that anyway.

BIKER MICE FROM MARS

When we say the game is like *WipEout*, we mean it. Not because you're racing around levels beating lap times, but because of the amount of weapons on offer and their properties. Besides, you're flying around in a hover-bike! There are 15 different bikes and characters to choose from. Each handles differently, with the different pilots also lending their personalities to the proceedings. There's characters like Beard, a guy with a beard, or Nim Soo Sun, a biker chick. Each bike has different amounts of power, with better handling and the like. There are also over 30 different enhancement pick-ups to collect. The most vital of these is the Power Pod, which increases the power of your weapons up to a strength of three.









TAKE COVER!

To really destroy the enemy, you'll want to take advantage of the 15 weapons that are available. Starting with the weedy Pulsar guns, which all bikes are equipped with at the start of the game, you'll soon discover the benefits of the Pyrolite, a short-range flame thrower, or the Transpulse, which is so powerful that shots can deflect off walls. The most Dick-Dastardly of all the weapons is the Scatter missile. This homes in on an enemy, and scatters their weapons on impact. Be a futuristic gladiator with the Gravgon missile, this traps all those that pass through it. There are many more, and we haven't even mentioned any of the mines yet.



That's a robot sentry. It's a sitting duck. Come to think of it, it kinda looks like a duck. Come on duckie, it's hunting season.

SHINE A LIGHT ON ME

The programmers are claiming that the game will push each machine to its respective limits. With three separate teams working on each game, we expect there may be some competition between the different games. A major factor each is proud of, is the lighting throughout the levels. This is an important part of the game, as almost any object can cast a light. All pick-ups emit light, as do weapons being fired and explosions. Some key weapons can also be identified by their colour. For instance, the Quantum mine emits a blue light, as this is the most powerful mine in the game. If you go around a corner and can see a blue tint to the walls, put the brakes on fast! Each version of the game will also offer analogue support. With the N64 benefiting from the RumblePak, and the PC utilising most force-feedback joysticks.





Fire in the hold. That alien-like ship has just blown something else to smithereens. Either that or he ate some heavy-duty tandoori chicken last night.



Looks like he just crashed into the pillar, the dolt. Lucky no-one else was around to see it.

IT'S A GLOBAL THING

Forsaken should be huge when it arrives later this year. It'll be touching down first on the PC, closely followed by PlayStation and Nintendo 64 versions towards the Summer. The good news for owners of these machines, is that every version features a multiplayer option. PlayStation owners will be able to go head-to-head via a split screen, while there'll be more four player fun for owners of a Nintendo 64. The PC will be able to accommodate 16 or more players, depending on specs for individual machines. By the end of the year nearly the whole gaming community will be speeding around tunnels, planting mines and fighting it out on *Forsaken.*



DO NOT FORSAKE ME O' MY DARLING

Acclaim have big plans for *Forsaken*, including a drum 'n' bass soundtrack, and a CD of the tunes with remixes by famous artists also hitting the stores. So far the signs look very good and we'll be going for a spin soon.







- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- RELEASED BY SEGA TEL 0181 995 3399

So Sega have got a fight on their hands eh? Well, with the *Burning Rangers* on their side it shouldn't prove too much of a challenge. These guys get their kicks fighting fires...



It's the latest game from Sonic Team and no it isn't *Sonic the Hedgehog*. If that news makes you sigh, desperate for a 'proper' 3D *Sonic* game, we've got this to say — wake up and smell the coffee! Sonic Team have a perfect track record of creating incredible, mesmerising, totally addictive games. So revel in the build-up to this one. *Burning Rangers* promised to be something special when we revealed it in our November issue. And now we've dipped into a more-complete version we know it's gonna be hot! A game about future fire-fighters racing through collapsing buildings saving civilians, the serious theme and sci-fi styling made it seem unlike anything you'd expect from Sonic's creators. But when played, *Burning Rangers* has all their hallmarks, as we reveal.

STRUCTURALLY DANGEROUS!

Burning Rangers has those little touches that prove this is a Sonic Team game – like the fact that the whole building around you is volatile. Floors can collapse at any second and fires can burst through walls. This all creates the convincing sensation that you really are in a rapidly-diminishing environment. Just stay alert and watch your head!



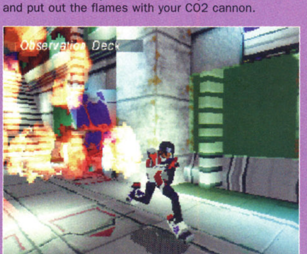
Watch out, the floor's about to collapse! Too late!

A SPEED CHALLENGE!

That's what *Sonic* and *NiGHTS* were at heart – tests of how fast you could handle the game. And the sense of urgency is even greater in *Burning Rangers* – you're racing against fire! As a Burning Ranger, your missions are to free trapped people inside all manner of structures (even space stations). But first you've got to find them in mazes of corridors. And you can't stop to think. At the top of the screen is a meter indicating pressure. When it drains (which is rapidly), flash fires explode onto the scene, cooking you through your body armour in seconds. Your only chance is to stay ahead of them and put out the flames with your CO_2 cannon.










Stay ahead of them flames boy, or you'll be charbroiled. Alternatively, put 'em out (right).

RESCUE ME!

All those innocent people and it's up to you to save them! However, when you find a trapped person, the only way to the get them out is by teleporting them. And to power your teleporter you need crystals. These are released (probably as a by-product) when you extinguish flames or explode enemies. Or they can be found lying around. Despite the realistic nature of the game, collecting them is just like collecting balls in *NiGHTS* – the gems are attracted as you pass them. What's more, if you get hit by an explosion you scatter all your gems, just like in *Sonic*. There's nothing more desperate than finding a casualty and being unable to save them through lack of gems.



Here, you've found an injured girl. Using gems you teleport her out.



FLYING NOT FRYING

Rumour has it *Burning Rangers* uses a modified *NiGHTS* engine. Whether this is true or not we don't know, but its clear Sonic Team have learned from the flying aspects of the latter game. Each Burning Ranger has a flight backpack and the range of moves you can do is phenomenal. High backflips and boostered jumps to start, and as you develop – slow spiralling descents, glides and even landing rolls. There's clearly tons of moves to master – as you'd expect from a truly great game.



Taking off is elegantly easy. You boosters can only fire short bursts.



Once in the air, gliding can take you further. It's a skill.



As with *NiGHTS*, true masters will be able to do amazing stunts.

IT'S HEATING UP!

Just to give you a flavour of *Burning Rangers* tension, here's a small demonstration of ten seconds of in-game action!



1 You are Sho: Burning Ranger. That fire is blocking your path. It doesn't look too serious.



2 One quick blast of CO2 to quench the flames and you jet over them....



3 ...only to land by some fuel cannisters about to explode!



4 DETONATION! Sho barely emerges from the fireball!

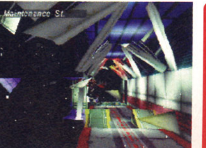
5 Devastation. Below lies a civilian, you don't have any crystals, and time is ticking...











Stuff London's Burning. Here you can even be sucked into space.



There's a brilliant cartoon intro to the game. It's like Battle Of The Planets or something.

HOT FEATURES!

Aside from the main story mode, Burning Rangers has a number of other features. Versus mode is obvious, and we expect it may play not unlike Virtual On with a choice of horizontal and vertical split-screen. There's also a bonus mode, suggesting more unique Sonic Team special stages. The most puzzling option though is 'Mail' which is filled with empty save positions. We reckon this has something to do with saving the civilians, each of which has their own name. Perhaps you can write to them, or something stupid like that!

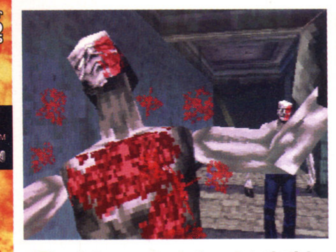




Realtime lighting plays a big part in a game about fire!

TOWERING INFERNO!

Just for the record, we reckon the Saturn is still cooking! *Burning Rangers* is set for a January 30th release in Japan and our coverage has only just ignited. And where there's smoke...















10% COMPLETE

SEGA SATURN

GUN GAME | BY TANTALUS

OUT MARCH | 1-2 PLAYERS

- ARCADE VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY SEGA TEL 0181 995 3399

Rumours of the Saturn's death have been greatly exaggerated. After all, you cannot kill what does not live! And the Saturn is going undead for its most awaited game since *Virtua Fighter 2*!

THE HOUSE OF THE DEAD

Sega have come in for a lot of stick recently. Compared to PlayStation and Nintendo they haven't had as many grade-A games. Or so people say. We beg to differ. With *Quake*, *Duke Nukem 3D* and *Marvel Super Heroes* scoring High Fives, the Saturn still has top games. And while *Virtua Fighter 3* is still mysteriously missing from the release schedule, anyone entering an arcade in the last six months will have seen one machine drawing continuous crowds – AM1's *House Of The Dead*. And Sega ARE bringing it to Saturn. The greatest arcade gun game CVG has ever played is set for a March Saturn release, and we've seen an early version. Now, so have you!





EVIL RESIDENTS...

Perhaps the key to *House Of The Dead*'s mass success is the same theme that has made Capcom's *Resident Evil* a worldwide hit – a mansion filled with zombies. AM1's shooting game is strikingly similar in looks, plot and atmosphere, as you play FBI agents entering the house searching for the reason behind this undead infestation. The difference here though, is that you get a first-person view of the horror. And the sensation of fear as the camera pans slowly around every blind corner, or flicks up to see a couple of rotting corpses dropping down, is addictively overpowering. *House Of The Dead* is a game of fear and excitement!





IN YER FACE!

House Of The Dead is far more than just a *Virtua Cop*-clone with corpses instead of crooks. Its gameplay is tuned perfectly around the horror element. Instead of accurately sniping at distant enemies, *HotD* throws them in your face. This is a game of rapid (sometimes desperate) trigger action as you blow chunks off your foes, and they keep lumbering forward – even with a hole clean through their chest. With monsters continuously bursting into close proximity, accuracy may not be important, but sharp reflexes and stamina are essential.

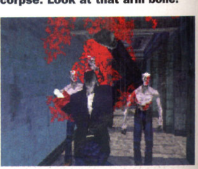
DON'T YOU BE WORRYIN' ABOUT MY CATARACTS BOY. JUS' COME 'ERE AN' LET ME TRIM YER SIDEBURNS.



If blood offends you, there's an arcade option to turn it green. We find this scarier (like plague).



A scabrous horrible walking corpse. Look at that arm bone!



Yeh, blast his stupid skull off. Now take out his pasty pals.



Squeal, this one is still closing. Keep rattling him with silver bullets!









HOUSE BUILDERS

AM1, the developers of the coin-op, are not making the Saturn conversion. It's actually being done by Tantalus, the team that worked on Saturn *WipEout 2097* and *Manx TT*. Although those games weren't so great, the fact that AM1 have allowed a separate team to handle the conversion shows faith. AM1 had expressed a personal interest in making Saturn *HotD* themselves. Indeed they even told us some ideas they'd like to see in it – including an ever-deepening plot dictated by the routes, more route junctions with a greater choice of directions, and even multiple paths through each room. Extra stages and monsters were mentioned too.
So take heed Tantalus, following the awesome original mode in PlayStation *Time Crisis*, gun game fans expect more than simply an arcade conversion!



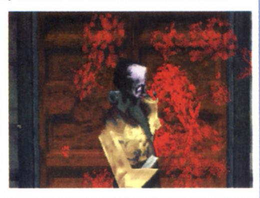


Yeuch! You can see his buddy clean through his chest. And he's still on he's feet. Go for the head!

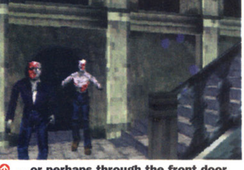
ROUTE OF ALL EVIL!

One truly ground-breaking feature of *HotD* is its route-system. There are multiple paths through the house, and knowing which ones to take – and how to select them – is vital to success. Shooting lift switches, failing to stop scientists being killed, blasting one beast instead of another – there's tons of factors that affect your route. Only by playing the game loads of times can you work out the best path. We printed a complete guide back in issue 189, and Saturn owners had better have it ready for when the home version is released.









The first route leads under the sewer... **... or perhaps through the front door.**

THE SATURN OFFSPRING

The version of Saturn *House Of The Dead* seen here, is extremely early in development. At the moment only the first level is in there, and even that is far from completion. Some of the textures are yet to be put in, meaning some areas are constructed only from flat-shaded polygons. Also, some of the enemy 3D models are missing (the monkey zombies, for example, are currently using the dog models). The gun too, has yet to be properly configured and fires off-centre. However, what is clear even at this stage, is that Tantalus fully intend on putting all the features of the arcade game in. There are even markers showing where the hidden bonus items are to be added (getting these is vital for gaining a highscore and seeing the true ending). If it looks as good as Saturn *VCop 2* and plays like the arcade game, this will be the hottest home gun game, no contest.









NEXT MONTH... CREEPING EVIL

Although only two months from release (at last count), the wait for *House Of the Dead* is unbearable. As is our fear that it'll be anything less than brilliant. As such, we're gonna keep you informed of its progress.





The name *Panzer Dragoon* means a number of things – awesome shoot 'em up action, fantastic cut-scenes, and totally confusing plots. Themed around tales of characters befriending dragons and riding them into battle against an enemy empire, the first two Saturn games were clearly interlinked, but still horribly open-ended. What becomes of the dragon in the first game? Is it the same one that's in the second (only set beforehand?). What's the meaning of the sun-shaped windmill thing that keeps appearing in dreams? *Panzer Dragoon Saga* promises to answer all these questions, because this time it's more than just a shooting game. It's a role-playing adventure extraordinaire!

LOOKS FAMILIAR, BUT...

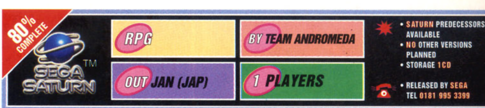
Fans of the previous *Panzer* games may think they know what's going on in these pictures, because it looks like the 360° shooting fare that's gone before. Wrong! While you control the movement of your dragon, leading it to new areas, the combat is considerably different. In fact, *Saga* uses the turn-based fighting system more common to RPGs. Like *Final Fantasy VII*, you have to wait for your combat gauge to recharge before you can attack. One segment full and you can shoot, two full and you can lock-on, three and you can go beserk. Also, you can move around during combat to gain better angles at enemy weak spots (and also protect your own). Hitting these can take five times more energy off. Experience points are gained through battles and the rider and dragon can gain skill levels and develop.







Epic combat against incredible enemies. As exciting as fighting is in any game.



As one Sega saga begins (*Shining Force III*, opposite), so another bursts into new territory. *Panzer Dragoon Saga* promises to be nothing short of epic!

PANZER DRAGOON SAGA







Dismounting from your steed. This is where the new RPG exploration areas begin...



The backdrops are incredible. Capturing the excellent *Panzer* mythology. No ugly clipping either.

IT'S LIKE YOUR REALLY THERE!

New to the *Panzer* series is the chance to dismount your steed. Playing a character called Azel, you can land in certain areas and explore on foot – wandering around towns, even entering pubs and talking to locals. It's these sections that give *Panzer Dragoon Saga* its RPG feel, and they look awesome too. In fact, there's even a continuous time counter in the game, allowing you to return to areas by night. Keeping with classic *Panzer* controls, you can even bring up the sight to examine anything you see.



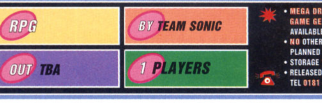
Here Azel is in a local tavern. All the other people are animated and you can talk to them.

MOVIE QUALITY

The *Panzer* games have always featured breath-taking FMV cutscenes (in the first game they were groundbreaking). Saga takes the quality of these intermissions to new heights, not only in looks, but usage. To further vital plot elements, the game cuts straight from realtime into these awesome movie-sections. And the results are seamlessly smooth, with some people comparing the results to *FFVII*. Aside from the many scene-setting clips, expect some thrilling plot developments to unfold here too.

YEAR OF THE DRAGOON

The *Panzer* series has always shown people the Saturn's true power and *Saga* is set to do it again. If you think Sega's boy hasn't got what it takes anymore, just watch our continued coverage of this game.



Name the three greatest RPGs ever made. Most likely you'll say *Final Fantasy VII*, *Zelda 3*, and, if you're smart, the original *Shining Force*. but that might soon change...



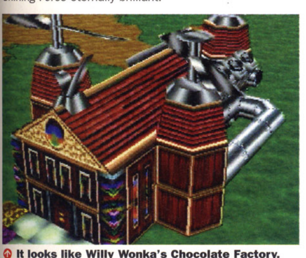


Consoles have always been famous for their role-playing games. And in Japan it can take just one top RPG to make or break a machine (*Final Fantasy VII* being a prime example). However, because of the massive task involved in translating the text of these games, only a small portion ever make it to the West. As such, for each machine there always tends to be a single memorable adventure game. For Super NES owners it was definitely *The Legend Of Zelda*. MegaDrive owners however, had a brilliant different game, *Shining Force*. Now the circle is complete. *Zelda* is coming to N64, and promises incredible things. *Shining Force 3* on Saturn though, offers no less innovation. And from what we know, it's going to be ace!

MAKE NEW FRIENDS

The name *Shining Force* reveals the game's unique selling point – you lead an army. In the MegaDrive games you played a young hero, exploring a vast land meeting new friends. They then joined your force. The central piece of any plot developments was always a battle. Here you had to move your characters strategically to best confront the enemy. It then cut to one-on-one action scenes where blows were exchanged. Now these combat scenes are in awesome 3D. However, the emotion is guaranteed to be the same – triumph when you smash an enemy character, and dismay when one of your favourites bites the dust. And as before, throughout the game your characters develop, changing in power and looks. It's this character development that makes *Shining Force* eternally brilliant.





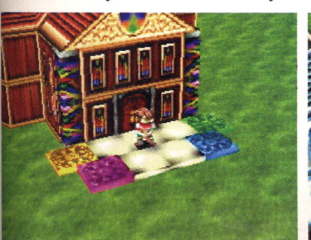
It looks like Willy Wonka's Chocolate Factory.

THREE WAY ACTION

The true innovation of *Shining Force III* lies in the game (or should we same games') 'Synchronicity' system. You see, it comes in three parts. They are all set during the same time zone in the same world. And in each one you play a different set of characters on a different adventure. However, what actions you take in one game effects the events of the others, as the stories interweave. With the release of the three instalments staggered a few months apart in Japan, this series is set to build into an epic trilogy.

CAREFUL DRIVERS WELCOME!

Building up to the epic battles are more traditional RPG sections where you travel from town to town. Here you can wander into inns, shops and peoples' homes, chatting to anyone. With this latest Saturn instalment, all the towns are now brilliantly polygon-generated. If it's anything like its predecessors too, you'll also be able to go into your Shining Force barracks, chat to your team, equip them with new weapons and even promote members. And expect sad scenes of devastation, or epic celebrations when returning after battle! It's always brilliantly atmospheric!



The multi-coloured front of that building. Well don't stand there, get us an Everlasting Gobstopper.



These towns look pretty strange. Still, maybe that giant engine means something to the plot.

MAY THE FORCE BE WITH US

Excited yet? No? Well wait until you see how it all develops. The first instalment is already out in Japan, and we're going to follow its path to UK release.

CHECKPOINT

The month's events and software releases at a glance. **January-February**

After the mad Christmas rush, settle down and see what's new for you to spend that forty quid burning a hole in your pocket on.

Slippage. Slides. Knock backs. Delays. That's what this month's Checkpoint is all about as those companies that failed to make it out in time for Christmas gingerly get their big game on the shelves. For some, this is a planned form of attack but for others this was down to development problems. Whatever the reason, if it isn't coming out don't expect to find in these pages. By the way, if there are any features you'd like to see in Checkpoint, write in and tell us. You never know, we might actually like them!

TOKYO TOY SHOW

18th - 22th March
Tokyo Big Site, Tokyo

Another big show for games, but also for toys as well (hence the name, doh!) The Japanese phenomenon *Pocket Monster* will be there in force, the successor to *Tamagotchi* and all the big new games of '98! We can only speculate on these at the moment, but we can hope for *Tekken 3* on PlayStation and maybe some concrete news on Sega's next machine! Fingers crossed.

CGIX

21st - 24th January
Amsterdam, Holland.

For most of you, this won't be the most interesting of shows apart from the fact that it's in Amsterdam. But should you fancy having a gander at some of the latest wonders in the computer generated images field, then this could well be for you. If you're interested in going along, ring this number for more information: 0171 226 8585

AOU SHOW

18th - 20th February
Makuhari Messe, Tokyo

The big arcade show of the year. What goodies can you expect? Well, try *Virtual On: Oratario Tangram*, *Sega Rally 2*, *Daytona 2*, *Psychic Force 2012*, *Racing Jam*, and *Marvel VS Capcom* for size. Needless to say, well be covering the show in some detail in a future issue, so keep an eye out for it.



COOL BOARDERS 2

The first one was pretty darn cool, but lacked some vital options. With the second game however the mistakes have been rectified, and it could well be the definitive snowboarding game. To win it you must do the following. We want you to send in the most uncool thing you have seen. It could be an item of clothing, one of your mates, or even a chat up line! The most original, funny and plain uncool thing will win the game. Mark your entries: **COOLER THAN A POLAR BEAR'S KNACKERS**

STARCRAFT

We were trying to keep a snowy theme to this months Checkpoint competitions, but unfortunately we could find any snowy titles from the PC games released this month. So we chose *Starcraft* instead. And even though this game has nothing to do with Star Trek, that is what the compo is about. To signify that someone is an alien in the Star Trek shows, all they do is change the shape of their forehead, which is rubbish. So we want you to draw what a Klingon's alien ass looks like. Err, that's it. Entries to: **CLAGNUTS, LEFT OVERS AND KLINGONS**

STEEP SLOPE SLIDERS

More snow antics. This time the Saturn gets a piece of the action with a worthy contender to *Cool Boarders*. With both games being released in the same month, we thought that it was only fair to give you the chance to win both. To earn yourself a copy of this game all we want you to do is this: design a CVG snowboard. Remember that snowboarding is the ultimate in cool, so your board has to be the same. The only condition is that it has to have CVG written on it somewhere. You should send them to: **BOARD STUPID COMP.**

Send entries as soon as possible to:

**CHECKPOINT #195 FREEBIES,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TX**

WINNERS! WINNERS! WINNERS!



WINNER! TOMB RAIDER 2

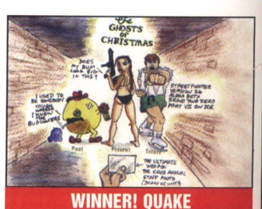
One of the most popular competitions we have run in Checkpoint also proved to be one of the most unimaginative. Designing a new boss for Lara is a simple thing in theory, but obviously not in practice. We has loads of Dana/Lana/Tara Croft entries as Lara's long lost sister returns to haunt her, and a couple of filthy ones that would require the mag to go onto the top shelf in order for us to print them. But, after much deliberation, we decided that the winner was Iron Arse from Martin Hughes in Liverpool. Well done sir, a copy of *Tomb Raider 2* is one the way.

Another popular competition this one, we gave you the chance to win the ultra cool Saturn *Quake*. You had to design an awesome weapon that beats the lightning gun and Quad damage and something to use it against. This was one of the hardest to judge as we had some stunning entries, but in the end we plumped for this one. A Christmas theme, linked to CVG and a bit of humour too. Top work to Patrick Divine from Essex for the drawing. *Saturn* Quake on it's way as soon as we can get hold of one.



WINNER! QUAKE 2

And finally, the ultimate sequel. The mother of all updates to a classic game. Obviously *Quake 2* wasn't as big an incentive as we thought because reaction wasn't as good as the other compos. Even so, the standard of the entries was still high on humour as the winner proves. A big thumbs up to Chris Reece of Ormskirk for *Parappa the Massacre*. We'll let the picture do the talking.



WINNER! QUAKE



9th January 1998

GAME NAME	COMPANY	FORMAT
Bust a Move 3	Acclaim	PlayStation
Destruction Derby 2: Platinum	Psygnosis	PlayStation
Midnight Run	Konami	PlayStation
Nightmare Creatures	Activision	PlayStation
San Francisco Rush	GT Interactive	PlayStation
Ridge Racer Revolution: Platinum	Sony	PlayStation
WipEout 2097: Platinum	Psygnosis	PlayStation
Shadow Master	Psygnosis	PlayStation

16th January

GAME NAME	COMPANY	FORMAT
Actua Ice Hockey	Gremlin	PlayStation
Power Soccer 2	Psygnosis	PlayStation
Batman and Robin	Acclaim	PlayStation
Blasto	Sony	PlayStation
Bloody Roar	Virgin	PlayStation
Broken Helix	Konami	PlayStation
Bubble Bobble 2	Virgin	PlayStation
Conkers Quest	Nintendo	Nintendo 64
Conquest Earth	Eidos	PlayStation
Constructor	Acclaim	PlayStation
Flight Unlimited 2	Eidos	PC CD-ROM
Myth: The Fallen Lords	Eidos	PC CD-ROM
NBA Hangtime	GT Interactive	PlayStation
NHL Open Ice	GT Interactive	PlayStation
Premier Manager '98	Gremlin	PlayStation
Sierra Pro Pilot	CUC Software	PC CD-ROM
Starcraft	CUC Software	PC CD-ROM
Star Trek Pinball	Interplay	PC CD-ROM
WCW Vs NWO	THQ	Nintendo 64

23rd January

GAME NAME	COMPANY	FORMAT
Beastorizer	Sony	PlayStation
Gex 2	BMG	PlayStation
K1: Arena Fighters	THQ	PlayStation
Monty Python's Meaning of Life	Take 2	PC CD-ROM
Shadow Master	Psygnosis	PC CD-ROM
Theme Hospital	EA	PlayStation
UEFA Soccer	Ocean	PlayStation
Viper	Ocean	PlayStation
Nagano Winter Olympics	Konami	N64/PlayStation

30th January

GAME NAME	COMPANY	FORMAT
Apocalypse	Activision	PlayStation
Banjo and Kazooie	Nintendo	Nintendo 64
Cool Boarders 2	Sony	PlayStation
NHL: Open Ice	GT Interactive	Nintendo 64
Rascal	Psygnosis	PlayStation
Road Rash: New Generation	EA	PlayStation

January (no set release)

GAME NAME	COMPANY	FORMAT
Ultimate RPG Anthology	Interplay	PC CD-ROM
X-Files - Unrestricted Access	EA	PC CD-ROM

6th February

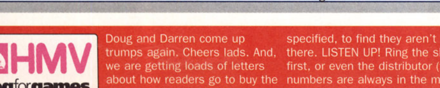
GAME NAME	COMPANY	FORMAT
Buggy	Gremlin	PlayStation
Championship Manager All Stars	Eidos	PlayStation
Crime Killer	Interplay	PlayStation
Quake	GT Interactive	Nintendo 64
Riven: Myst 2	Acclaim	PlayStation
Spice World	Sony	PlayStation

13th February

GAME NAME	COMPANY	FORMAT
Deathtrap Dungeon	Eidos	PlayStation
F22 Total Air War	Ocean	PC CD-ROM
Fighters Destiny	Eidos	Nintendo 64

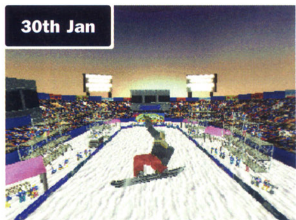
20th February

GAME NAME	COMPANY	FORMAT
Match Day 3	Ocean	PlayStation
Plane Crazy	Europress	PC CD-ROM
Robotron 64	GT Interactive	Nintendo 64
Screamer 2	Virgin	PlayStation
Snow Racer	Virgin	PlayStation
Ultimate Soccer Manager '98	CUC Software	PC CD-ROM
Wetrix	Ocean	Virgin

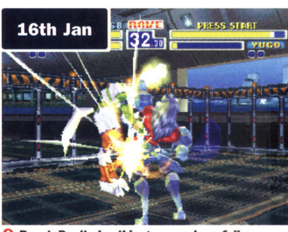




Banjo Kazooie: Fresh from his DKR cameo!



Cool Boarders 2: Stuntastic boardin' antics.



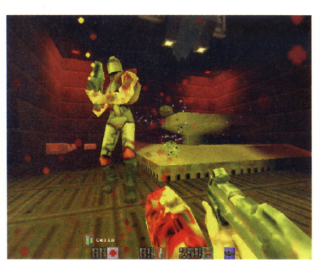
Beast: Don't play this game under a full moon.



Conker's Quest: Rare's other new platform hero.



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The first *Quake* is still being played by thousands of gamers all over the world today. The follow-up promises to be even bigger.

HIGH FIVE — HIGHEST CVG RECOMMENDATION

QUAKE II

***Quake 2* completely ignores the first game. It may never have existed for all it cares. No more dungeons, no more Cthulu-styled monsters, and no more clunky medieval weapons. Instead, we're on another planet battling evil marines and mad cyborg creatures with all the latest futuristic technology. id Software have kept unusually quiet about *Quake 2*, only releasing the occasional screenshot and snippet of information. The three-level test which we covered a few issues ago had many people worried that id had lost the magic that had created such classics as *Doom* and *Quake* (this magic could easily be named "John Romero", the genius designer who left the team after the release of *Quake*), but the final version of *Quake 2* will prove the doubters wrong. Totally wrong. Get to work, marine – you've got some cyborg butt to kick!**



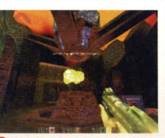


IN SPACE NO-ONE CAN HEAR YOU SCREAM

You may remember that there was no plot to the first *Quake* whatsoever. You were just a man with a gun in some bases and some dungeons and you killed everything. A terrible hokey story was invented at the last minute for the instruction manual, but it never had any kind of bearing on the game. This time it's different – there's even a rendered introduction sequence! The intro shows you and a load of other members of the USMC (United States Marine Corps) being sent to an alien planet on a mission to destroy an enormous weapon which is threatening the safety of the universe. As you are all launched from your mothership your one-man craft takes a knock and goes out of control, falling back behind the pack of marines. An emergency crash landing follows, quite a distance from your target just as you hear over your communication link that the rest of your team have been wiped out in one go. You're the only man (or woman this time around) who can do the job – you need to find out whether there were any survivors and rescue them if necessary while battling through to complete the mission objective all by yourself!

LISTEN UP REAL GOOD

The F1 button will become one of your best friends while playing *Quake 2* as it gives you access to your marine's field computer. This computer shows what your primary objective is, as well as your current secondary mission is. Every time you complete an objective or enter a new area your mothership updates your computer to let you know exactly what's going on. The levels aren't structured like *Quake*'s either. Instead of working through them one at a time they are grouped together to make enormous missions, a bit like the system used in Hexen 1 and 2. There are often multiple objectives to complete on each level, meaning that you need to travel backwards and forwards all the time. Each of these missions is massive, and takes ages to get through.



Destroying the security grid is one early mission.



This is a map of how the jail complex fits together.

THEY'RE COMING OUT OF THE BEAUTIFULLY-RENDERED WALLS!



Quake 2 is certainly one of the best-looking home games ever. It's now practically essential to have some kind of graphics accelerator (like 3Dfx or Power VR) as they add incredible coloured lighting to the levels, making them look more realistic than ever before as well as smoothing out all of the textures brilliantly. The animation and detail on all of the enemies and players is the best ever in a game of this type, and the scale of the levels is truly magnificent! You'd better get used to saying "Wow!" before you play *Quake 2* – you're going to be saying it a lot.



The coloured lighting adds so much atmosphere to the game.



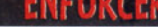
Down in the sewers of the jail complex there's a spooky blue glow everywhere.



The cage up there can be lowered into the lava container.

HYPERALLOY COMBAT CHASSIS, VERY TOUGH

The enemies in *Quake 2* look very much better than those in practically every other corridor game that's gone before it. They all move amazingly well, with animation that is many times smoother and more realistic than the first *Quake*'s, even though the models themselves are more detailed. The first enemies you come across aren't too threatening, but the later ones are going to give you a few problems. Here are some examples of what you can expect to meet in *Quake 2*.



GUARD

These guys are common in the first military base and warehouse, as well as the jail sections. There are three versions – standard ones with basic laser blasters, some armed with shotguns and others with machine guns. The guards often take a few extra shots at you as they go down!

ENFORCER

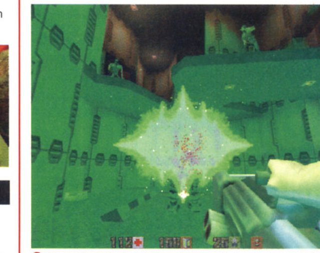
The Enforcers have chainguns replacing one of their arms. A decent weapon will see their head come off pretty quickly, but beware – they may stagger about before dying, sometimes firing their gun about wildly as they fall!

BERSERKER

Listen out for these guys sharpening their spikes before you get too near them. They'll run in close and punch you away with their massive metal arms, often knocking you off ledges and into even more dangerous areas. Take them down from long range if you can.



Some of the enemies crouch to avoid certain attacks, like this. Just look down and take them out!



The Big Flippin' Gun returns! The most powerful weapon in *Doom* is now in *Quake 2* as well!



GUNNER

Not nice. One arm unfolds to reveal a machine gun while the other fires four grenades at a time in very rapid succession. The best weapon for getting rid of these guys is the super shotgun.

IRON MAIDEN

Long-haired men who attack by playing dodgy old heavy metal. Not really. It's a female cyborg with a rocket launcher for an arm!

GLADIATOR

This guy isn't too hard to take down, but his powerful Rail Gun can wipe you out in a single hit if you're unlucky. Keep moving and he won't be able to target you.



PARASITE

These are the most annoying, disgusting things you'll find at the start of the game. They're like freaky dogs which sprint about, firing a long tentacle out of their heads and into you, draining your energy. Stand clear and use your best weapon on them.

MEDIC

These are like big Parasites, only more evil. Not only are they more powerful and harder to kill, but they also go around resurrecting dead enemies with their tentacles! Make sure you destroy all enemy bodies when there are Medics around.

TANK

Massive and slow-moving. Armed with rocket launchers, lasers and a machine gun they can wipe you out in seconds, but a good position and weapon can see them destroyed without too much hassle. Beware of the Tank Commanders especially.







ICARUS

These flying enemies have laser cannons on their shoulders. When hit, they spin around and lose control but don't go down straight away. Keep shooting until they hit the ground and explode just to make sure.



MUTANT

The Mutants look a bit like the Shamblers from *Quake 1*, only they're smaller and move around on all fours. They pounce and smash you in with their fists.



Bloooooooood. It sprays everywhere when you gun enemies down.

GET TOOLED UP

Quake 2's weapons are very similar to the first *Quake*'s, only with damage and power ratings a lot more like *Doom*'s weapons! Here's the awesome arsenal you can get hold of on your way through the game.

LASER BLASTER

Your start weapon. Fairly slow-firing and very weak, but it never runs out of ammo. You really don't want to use this much.



SHOTGUN

The shotgun is found right near the start of the game, and is very useful on early enemies. But only until you get the super version.





These... things are extremely annoying. They float about, firing with the guns around their base.

SUPER SHOTGUN

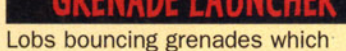
Uses two shells per shot but does loads of damage when up close. Not much use from long range because of the way the pellets spread out.



MACHINE GUN

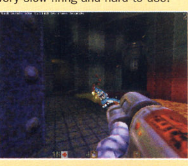
Fires quickly but isn't powerful enough against big enemies. Also, the recoil makes you lean backwards, looking up as you fire.





RAIL GUN

The Rail Gun fires a single powerful beam of energy that spirals out like the gun in Erazer. Very, very, very slow firing and hard to use.



CHAINGUN

Fires faster the longer you hold the button. Slices through any enemy in seconds, but uses ammunition like nothing you've ever seen!





GRENADE LAUNCHER

Lobs bouncing grenades which explode on impact, much like the one in the first *Quake*. This weapon has a brilliant reload animation.



HAND GRENADES

You don't need a grenade launcher to use your grenades. Twist the top to prime them, wait a second, then throw them at your target.



ROCKET LAUNCHER

Fires powerful rockets which fly much more slowly than those in *Quake*. Useful at long distance against still targets.



HYPER BLASTER

A rapid-firing laser cannon. Very powerful indeed but takes a while to wind down between firing bursts. Uses loads of energy cells as well.



BFG 10K

The follow-up to *Doom*'s BFG 9000! Fires a ball of green energy which shoots out laser beams. The explosion destroys anything nearby.



GO BACKPACKING

Instead of instantly using an item when you pick it up, it is now placed in your inventory for use exactly when you want. It's possible to store Quad Damage power-ups until you reach a particularly tricky area, then hit Enter and let rip! There are also new items to use like the silencer and Energy Armour (it uses cell power to protect you from energy weapons).



PUMP UP THE VOLUME

Quake 2 also has sound effects that are particularly worth noting. All of the weapons have brilliant sounds (except maybe the rocket launcher which sounds a bit too electronic), especially the Super Shotgun's booming blast, the Grenade Launcher's clunk-click reload noise, and the Hyper Blaster's whirring squeal as it spins round! *Quake*'s moody ambient CD music (by Trent Reznor of Nine Inch Nails) suited the game perfectly, and *Quake 2*'s noisy soundtrack is spot-on too! Heavy rock blares out during certain missions, getting your adrenaline pumping and making you run through the game rather than creeping your way around!





QUAKE 32

It's obvious that id Software concentrated on the one-player mode of *Quake 2* more than the multi-player mode, especially in the final shop release. There are no deathmatch-specific levels included with the game, but a free upgrade released a few weeks later is now available. You get to play as either a male or female marine, and can also choose your skin – ie. the texture that covers your character. *Quake 2* deathmatches are less hectic than *Quake* games, mostly due to the balance of the weapons. Instead clever strategies and tactics are more important, though you still need the killer instinct and a sharp aim.

One brilliant addition to the multi-player mode is the ability to gesture at the other players! There are five different motions which can be activated with single button presses, mostly just to be cheeky before you kill someone! It's great fun to stand on a ledge looking down at another player while waving and taunting them before firing a rocket into their ugly face!



The BFG 10K fires off multiple lasers. You can frag loads of people with one shot!

Ducking can be useful in deathmatch mode. Here, Tom is avoiding a rocket!



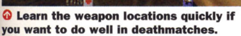












Learn the weapon locations quickly if you want to do well in deathmatches.



When another player is killed they drop their current weapon for you to pick up.

2ND OPINION

The day before *Quake 2* came out, I was still furiously playing multiplayer original *Quake*. I haven't played it since. *Quake 2* is an incredible one-player experience. The Space Marine plot is utterly absorbing, with superb missions. And just wait until you find your lost companions – by then you'll be totally immersed in the horror! As a deathmatch game though, I'm still undecided. The weapons are brilliant, but not as instantly gratifying as before. This is far more of a ducking around game. And the gib explosions have lost their gurgling satisfaction. But the thing with *Quake* is that it grows on you, and grows... so I'll wait until the free Deathmatch add-on. Bottom line though, is that you have to get into *Quake 2* now!

TOM GUISE

LOADSA LOVELY LEVELS

The *Quake 2* engine allows for far more detailed and complex levels than the first *Quake*. The levels stand out from one another because of their unique features, such as moving monorails, rotating gun turrets, enormous outdoor sections, destructible areas, laser mazes and so on. The jail levels are particularly cool as there are prisoners locked in the cells who stagger around moaning and banging themselves on the head! Very entertaining. Each level of *Quake 2* has tons of features that'll make you call other people over to the computer!



This giant cannon protects one of the courtyards. Shoot the gunner!



These building exteriors are very impressive. They're great inside too.

CVG OPINION

Anyone who's been reading our mag for any length of time will know how much we like *Quake*. Ever since it first came out people have been playing deathmatches all the time. The constant add-ons and unlimited scope for mastering the perfect gameplay mean that it never gets boring. But the standard one-player mode could have been so much better. Thankfully *Quake 2* sorts out this problem straight away – this is the best one-player corridor game I've ever played. It's non-stop action all the way through massive, beautifully designed levels. It's also got the plot and atmosphere to draw you right into the adventure. The graphics and sound are also incredible, making it more realistic than ever before. The whole game feels a lot like *Doom* rather than *Quake* with a familiar space station setting, very similar weapons and even a few textures taken straight from *Doom 2*! In fact, I think id would have been better off calling this *Doom 3* rather than *Quake 2*. The multi-player mode isn't as instant as *Quake*'s, but has a whole range of new techniques for players to master, and I'm sure it's going to become just as popular in time. *Quake 2* doesn't replace the first game – it compliments it perfectly. With single and multi-player modes as brilliant as this, there's NO excuse not to own this game. Genius.

ED LOMAS



HIGH FIVE!

RATING

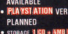
The most exciting corridor adventure, and one of the best multi-player games around. It's the work of sick geniuses and you've got to have it.





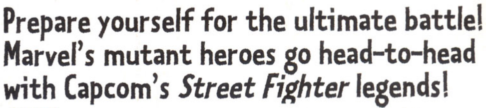




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Prepare yourself for the ultimate battle! Marvel's mutant heroes go head-to-head with Capcom's *Street Fighter* legends!





Some say that it's a game too far. Some say that it's the most intense fighting game ever. Capcom have taken their Street Fighting heroes – some of the most popular video game characters ever created – and put them against Marvel's team of super mutants. The game itself is a follow-up to *Marvel Super Heroes*, which was recently released on the Saturn and PlayStation, with one difference in particular. Instead of controlling just the one fighter you pick a team of two who can "tag" one another as and when they need to, or they can team up for some of the most spectacular moments in fighting game history! A warning before you read on: The action in *X-Men vs Street Fighter* is so over-the-top that it could well melt your brain!



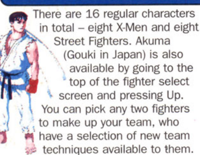
X-FIGHTERS VS STREETMEN

For the first time ever, there's some kind of story to a *Street Fighter* game, rather than the usual "There is a tournament and people want to win it". The evil Apocalypse has rounded up and imprisoned some of the most powerful mutants and greatest street fighters in order to create the ultimate army. Cyclops and Ryu join their two groups together – the X-Men and the Street Fighters – and set out to rescue their captured partners. But Magneto, the enemy of the X-Men and M Bison, the power-mad dictator have also teamed up with more sinister goals in mind. What a load of rubbish.





THE VARIABLE HERO BATTLE SYSTEM!

There are 16 regular characters in total – eight X-Men and eight Street Fighters. Akuma (Gouki in Japan) is also available by going to the top of the fighter select screen and pressing Up. You can pick any two fighters to make up your team, who have a selection of new team techniques available to them.

VARIABLE COUNTER

The Variable Counter is similar to *Street Fighter Alpha*'s Alpha Counter. When you are attacked, block the move then roll the d-pad from Back to Down and press both Hard attack buttons. Your first fighter will defend the move while their partner jumps in and hits the opponent! The Variable Counter costs one whole level of your super bar.







VARIABLE ATTACK

At any time during the fight, pressing the Hard Punch and Hard Kick buttons simultaneously (Z and C on the Saturn pad) activates the Variable Attack. Your current character will pose briefly while your resting fighter jumps into the arena feet first! Once they've landed, they pose before continuing the fight in the place of their partner. This is the main new technique in *X-Men vs Street Fighter*, as it lets you get out of trouble quickly as well as rest your weakened fighter.

When you get hit, your green energy goes down just like every other fighting game, only this time a red section is left at the top of your energy bar. If you rest a weakened fighter, the red section of their bar slowly changes back to green all the time that they are waiting, adding a lot more strategy to the fights.





VARIABLE COMBINATION

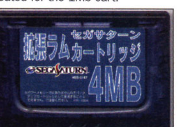
As long as you have both members of your team and at least two levels of your super bar, you can perform the Variable Combination. By performing a standard fireball motion (rolling the d-pad from Down to Forward) and pressing the two Hard attack buttons you'll call your partner into the fight. Both of your characters will charge up their super moves and attack at the same time, doing enormous amounts of damage if they connect! These moves provide some of the most spectacular fighting game moments ever!





WHO PUT THE RAM IN THE RAM-A-DANG-A-DING-DONG?

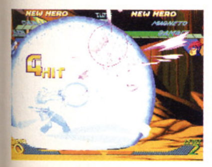
It was announced a few months ago that Capcom were to start using a new 4Mb RAM cartridge with all of their new Saturn arcade conversions. *X-Men vs Street Fighter* is the first game to use it, and it has to be said that it provides INCREDIBLE results! The cartridge itself doesn't have any game information on it (unlike the cartridge SNK used for *King Of Fighters 95*, which had background and sound effect data), instead it just gives the Saturn more space to load the game information into. There was no way that a stand-alone Saturn with its 2.5Mb of RAM could handle four detailed characters at once, but with 6.5Mb power it has no problems at all! Fights take a maximum of three seconds to load and there's no delay whatsoever when switching fighters. Also, the animation is definitely the best we've ever seen in a home 2D game. As an added bonus, the 4Mb RAM cartridge works with any games created for the 1Mb cart.



SHINKUU... HADOOOOKEN!

As you'd expect, each of the characters in *X-Men vs Street Fighter* has at least one super combo attack. They're easier to do than those in the *Street Fighter* games, normally requiring just one fireball motion with two punch or kick buttons. When you do a super combo the game pauses briefly, the screen darkens and a picture of your character slides onto the screen while your charge up your move. The attacks themselves are completely over-the-top – just take a look at Chun-Li's super fireball and you'll see what we mean! And an added bonus for all you Akuma fans – the Instant Hellish Death Strike ("Firecracker" to normal people) only requires one level of super energy instead of the usual three!

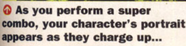












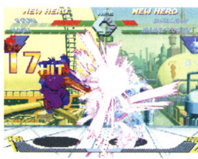
As you perform a super combo, your character's portrait appears as they charge up...

Then throw out some amazing special effects! The moves are more dramatic than ever.

LIKE REAL LIFE, BUT IN 2D!

The animation in *X-Men vs Street Fighter* is incredible. *Street Fighter* fans will immediately notice how much more smoothly the characters move straight away, as all of the frames from the arcade version are included. *X-Men* characters such as Juggernaut have always suffered when translated to console, but this time there's nothing missing. Instead of a strange Moonwalking shuffle that he normally does, Juggernaut strides across the screen in *X-Men vs Street Fighter*! There's new animation for every character as they've been given extra mid-air attacks, dashes, Advancing Guards and so on. The backgrounds are a lot more basic than previous *Street Fighters*, but when there's this much going on in the foreground you can forgive Capcom!









These are like powered-up versions of original super combos.







I.. AM... THE.... APOCALYPSE!

At the end of Arcade Mode you reach the bad guy himself... Apocalypse. Although he doesn't look too scary to begin with, he soon grows to three screens tall! You need to attack his head and arm while avoiding laser beams bouncing from his satellites as well as his hand attacks. When he gets his drill hand out you're in for some serious damage! To be honest, Apocalypse is a disappointing final boss as he looks like something you'd expect to find in an old Mega Drive or Super NES game. He looks like a bit of a knob waving his arm around with a spiky ball on the end.





Block Apocalypse's attacks carefully and time your super combos to do maximum damage.

CHANGING OF THE GUARD

One of the cool little additions that speeds up the fights is the Advancing Guard. It's simple to do – just block an attack then immediately press all three Punch buttons at the same time. A green barrier will flash up and you'll dash forward, pushing your opponent back and giving you time to hit them! It doesn't use any super energy and works in a similar way to *Street Fighter 3*'s "parries". Only not as useful.







The Advancing Guard keeps the speed of the fights right up.

THIEVING ROGUE

Rogue is one of the new members of the X-Men to be added to Capcom fighting games. While she's a good character overall, she has one move that is particularly cool – the power snog! A reverse fireball motion and Kick makes Rogue rush at her opponent, kiss them and steal one of their special powers! For the rest of the fight, a fireball motion and Kick gives them a taste of their own medicine!







Guess who Rogue has been kissing in these three pictures. It's not exactly tough to work out.





Snogging Ryu gives Rogue the ability to throw his own enormous fireballs back at him!



WHERE'S THE PLAYSTATION VERSION GONE?

X-Men vs Street Fighter has been on Virgin's PlayStation release schedule since the 1997 E3 show, but there's still no definite word on how Capcom plan to convert it. Will they use an upgrade similar to the Saturn version or will they cut the animation down greatly in order to get everything running at a decent speed? Well, the latest thing we've heard from our spies indicates that PlayStation *X-Men vs Street Fighter* may be a one-on-one fighting game without any of the team modes. Hopefully these rumours will turn out to be wrong and Capcom will find a way around the memory problems. Sega are planning to release the UK Saturn version in March with the 4Mb RAM cartridge included. Hopefully we'll get a good PAL conversion this time.







STREET FIGHTER FREAKS: A CHALLENGE

Here's a challenge for all you *Street Fighter* maniacs out there: Figure out exactly where in the *Street Fighter* storyline *X-Men vs SF* fits. You may want to consider that Cammy is still brainwashed and working for M Bison, but Chun-Li is wearing her *Street Fighter 2* outfit with the spiky bracelets, not the younger outfit she wore in the Alpha games (although you can select her Alpha costume by holding Start). But Ryu is wearing his white headband and Ken has the red hair tie, as they did in the Alpha series so they must be before *Street Fighter 2*. But they didn't know of Cammy before *Super Street Fighter 2*, except M Bison who was her boss and boyfriend. And everyone has loads of specials that they didn't have in *Street Fighter 2*, so they must have forgotten them by the time they got to that tournament. But Chun-Li doesn't know the Spinning Bird Kick here. And... uh, where do the X-Men come into it? And Apocalypse? Ummm... explain that if you can.

CVG OPINION

Capcom have some of the best artists in the business working for them. All of their games look fantastic, and *X-Men vs Street Fighter* is the most incredible-looking 2D game ever! The new 4Mb RAM cartridge is unbelievable, letting the Saturn replicate the CPS-II arcade board perfectly with practically no loading times at all! The animation on the characters is fantastic (except Cammy, who looks a little ropey in places) especially considering how big they are and the speed they move. Although the tunes don't sound as good as previous console *Street Fighters*, they are done by the Saturn's sound chip and change instantly when you switch fighters! *X-Men vs Street Fighter* has never really been anything more than an entertaining diversion, and although the Saturn version doesn't improve on the arcade game it seems more exciting, just because of the way your console's being pushed to the max. I can't wait to see what Capcom do with *Street Fighter 3* and *Vampire Savior* on the Saturn now! *X-Men vs Street Fighter* isn't as polished and balanced as previous Capcom fighting games, but it has a ridiculous over-the-top feel that will appeal to fans and casual gamers alike. *Marvel Super Heroes* and *Street Fighter Alpha 2* are definitely better buys than *X-Men vs SF*, but it's got a charm all of its own. More than anything, it proves that the Saturn's got some great stuff coming up later this year.

ED LOMAS

BLANKA VS BEAST? MAYBE...

Capcom have included some cool extras which are very easy to collect. If you're any good at the game you'll soon be able to play with infinite super bar power, and a team made up of two versions of the same character. As it becomes possible to have a fight between four of the same fighters, you also gain two new costumes for everyone. Some of these costumes are pretty strange, like Zangief's blue skin/red pants outfit and Magneto's blue and white X-Men uniform. You can also count on at least one hidden fighter, but their identity is still a mystery. Many of the backgrounds contain characters from other games who aren't included, such as Blanka warming his hands on a campfire; and Dan, Shuma Gorath, Psylocke, Beast and others stored in pods behind Apocalypse. Maybe there's a way of playing as one of them?



Look! Blanka's sitting by the fire. Ha ha! Hey – and there are loads of other fighters in the pods, including two X-Men we can't identify! Uncanny!



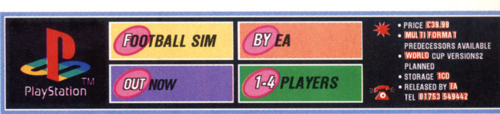


RATING

Not Capcom's best fighting game, but still one of the closest arcade conversions ever. The 4Mb RAM cartridge is great news for the Saturn.







Another year, another *FIFA*. EA's money spinning license get's another airing on PlayStation and we're here to provide post-play analysis.

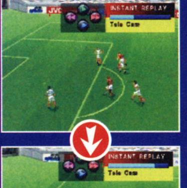


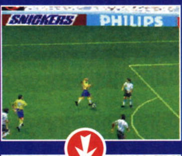
With *Fifa* now established as one of THE biggest brand names on PlayStation, one thing has remained constant. The titles have been getting progressively worse, culminating in *FIFA '97*. However, the newest game in the series looks like finally stopping the rut, and adding a smidgen of credibility to the ailing license. Although still not in the game league as *Actua Soccer 2* or *ISS Pro*, it seems *Fifa* has turned a corner. The presentation is still top notch as it always is, and graphically it's impressive too. But this means nothing if it plays like a dog.

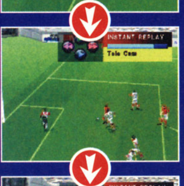


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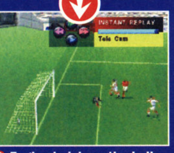
Something that still continues to let *FIFA* games down, are the sweet spots where you're guaranteed a goal every time. Not only is it the king of cheese to stoop as low as scoring the same goals all the time, but it takes the fun out of any close games, because you know you can always use them to get yourself out of a hole.

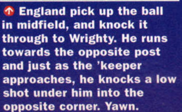


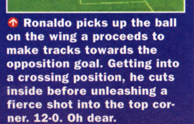












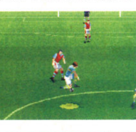
England pick up the ball in midfield, and knock it through to Wrighty. He runs towards the opposite post and just as the 'keeper approaches, he knocks a low shot under him into the opposite corner. Yawn.

Ronaldo picks up the ball on the wing a proceeds to make tracks towards the opposition goal. Getting into a crossing position, he cuts inside before unleashing a fierce shot into the top corner. 12-0. Oh dear.

DUCKIN' AN' A DIVIN'

FIFA now has instantaneous tricks that you can pull off at the touch of a button. Pressing any of the shoulder keys makes your player perform a variety of tricks, that prove to be pretty useful. The number of times you hit the buttons also determines to skill. For instance pressing a paddle once makes the player swerve away from an oncoming player, and tapping it twice will make the player spin over the ball to try and confuse the opposition.









CVG OPINION

First things first, this is miles better than the awful *'97* version. But it is still some way short of *Actua Soccer 2* in terms of look, playability and most importantly realism. The first thing you notice is that it is ridiculously easy to score. After sussing the controls, I found myself winning ten-nil every game which is pretty boring to say the least. On the plus side, it's much more responsive than the original making more flowing football possible and players do actually shoot the moment you press the button. But at the end of the day, it doesn't feel like you're playing football. You can run the length of the pitch and score, you can practically break someones legs and the referee doesn't blow and Everton are pretty good in it. Something must be wrong then.

STEVE KEY

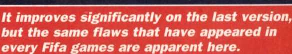


RATING









It improves significantly on the last version, but the same flaws that have appeared in every Fifa games are apparent here.

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One thing about EA. When they release *FIFA* on one format, they go the whole hog and release it on everything else! Cue more crap football gags about Everton...



We're always a little dubious when games arrive in the office for us to review and by the time the magazine has appeared in the shops, the game is already out. This smells like games companies admitting the fact that their title is rubbish to us. *FIFA* titles are one of the prime examples, but this time around, EA were assuring that these versions from their classic license we're a lot better. No doubt you've seen the PlayStation version reviewed on the opposite page and suffice to say, this follows much the same path. Read on to find out why...





ROAD TO GLORY

The main part of the game, is the Road to the World Cup. This basically takes the form of the complete competition for the Jules Rimet trophy. Whatever team you choose will be put into the same group that they have just finished competing in (so England go in with Italy and Georgia for example) and you play all of the group games. Then, if you've qualified, you move onto the first phase of group games which are randomly generated by the computer. Finally, you move onto the final knock out stages of the cup, and hopefully the final. Of course, there are the standard playing options as well, like Friendly games and League matches, but the World Cup option is the newest.





The longer you hold down the button, the further the kick goes. The paddle buttons add swerve too.



THE WIND OF CHANGE

Having booted up *FIFA*, the first thing most of you will do is head straight for your favourite Premiership teams. If you find yourself getting a proper pasting every time you use them, and want to change that then you can alter each of the players attributes in your team. Every player has ratings to determine shot quality, speed, stamina and such like, which you can tinker with. Although you have have to take off points before you can input them, if you reckon the stats are unfair, change them! It may seem like a trivial point, but if it means creating exactly how you think your team plays, it's worth having.



Where else can you make the best English striker into a sack of cack? Other than *FIFA*, try Goodison Park. Full of poo.









One legged football didn't take off.

CVG OPINION

The reason this scores the same as the PlayStation game is simple. It's virtually the same game. Having played the PS game to death, and worked out the 'sweet spots' on the pitch for scoring, I turned on the N64 version and scored exactly the same goals. The first time I played it I won five-nil followed by an eight-nil victory. That in itself is very disappointing, but all the same little annoying bits are here too. It's still difficult to get decent headers going, and the control on those seems to be lacking too. It is good fun, and no doubt after all of you rush out to buy it, I'll get letters trying to prove to me otherwise. But at the end of the day, *ISS 64* still wipes the floor with this and then some.

STEVE KEY

RATING



It's good fun and certainly a lot more responsive, but FIFA '98 still lacks a fair degree of realism. Could have been a lot better.





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Did you ever watch Manimal and dream of being able to turn into any animal you want? *Bloody Roar* is the game for you!

BLOODY ROAR

We previewed this game a few months ago when it was called *Beast*, though this has now been dumped in favour of the original Japanese title, *Bloody Roar*. Thankfully Virgin completely avoided the tragic American name of *Beastorizer*. But whatever name it goes by, the idea is still the same – a fighting game featuring warriors who have the power to transform into massive battle animals! It borrows many of the best features from other popular fighters and puts them all into a high-speed combat game with a twist.

RAVER TO RAVER

When playing with the Rave option on you can gamble your Beast Energy for temporary extra power. While you're a beast, pressing the Triangle button turns Rave mode on, making your Beast Energy run down quickly. During this time you flash and have more powerful attacks than usual. Another good reason for using the Rave is that you get a fancy special effect when you finish someone with it!







A VERITABLE BEAST

Under your energy bar at the top of the screen is a second bar – the Beast Bar! As you fight, it fills up, and before long the word BEAST flashes onto the screen. The bar continues to fill, but you can now transform into your beast at any time by simply pressing the Beast button! Once you become a beast, the bar goes down whenever you're hit, so time your transformation to get the most out of it.





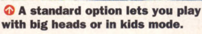
Pressing the Punch and Kick buttons when in the air lets you recover and land on your feet, just like *Fighting Vipers*.

The explosion you create when you transform can blow your opponent right across the arena!

DON'T PLAY WITH THE ANIMALS

Bloody Roar is very easy to play. You have four buttons – Punch, Kick, Beast and Rave. The fights take place in arenas surrounded with walls, though it's possible to knock the walls down by smashing your opponent into them really hard. Once a wall's been destroyed it's possible to score a ring out victory on that side of the arena. Combos can be strung together easily, and floating attacks (where you knock someone into the air and juggle them with more hits before they land) are possible in the same way as Sega's arcade fighting games.





A standard option lets you play with big heads or in kids mode.

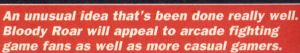
CVG OPINION

***Bloody Roar* came as a real surprise to us here. It sounds like a terrible, tacky idea and doesn't look particularly stylish, but it's actually lots of fun to play. The controls are simple and the moves that aren't listed in the manual are fairly easy to figure out. The combo system is very similar to *Fighting Vipers* or *Fighters Megamix* on the Saturn, with floating and corner combos playing a big part. The characters aren't particularly memorable, but look really solid in the game, and the movement of most of the beasts is great. *Bloody Roar* is mostly a novelty game, but fighting fans will be able to appreciate the amount of effort that's gone into balancing it out. Lots of fun.** ED LOMAS

RATING

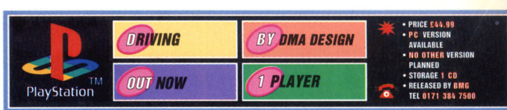




An unusual idea that's been done really well. Bloody Roar will appeal to arcade fighting game fans as well as more casual gamers.





The game they tried to ban crashes onto the PlayStation. Get your motor running, head out on the highway, and lock-up your daughters, here's...



Games often imitate movies, and sometimes imitate life. Though there's one area that no-one has dared tap into. One that could make some of the most exciting games ever made. We're talking the MOB! Gangster movies have been pouring out of Hollywood since James Cagney was a baby. Along the way we've been treated to Edward G Robinson, Humphrey Bogart and in more recent years Robert De Niro, Al Pacino and Joe Pesci. Yet games makers shy away from this rich source. Imagine the possibility of being a gangster, of mob wars and drive-by shootings, of drug deals and getting a message from the Don. Robbery, extortion, racketeering and kid-napping. The possibilities are endless. If only more would follow the example made by *Grand Theft Auto*, because in this game, you get to do all of the above!

IT'S DIFFERENT HONEST!

If you think the PlayStation already has too many driving games, you won't be prepared for the rest of the year. GTA leads this field of new racers with a number of innovations. Unlike other driving games, there aren't circuits to zoom around. Instead there are whole cities so big that the game comes packaged with maps to prevent you from getting lost! You don't pass check-points and cross a finish line, here you complete levels by accomplished missions – notching up huge points in the progress. Once you clock a level's set target, it's onto the next section. Sounds pretty cool so far. So why did people try to ban it? For the answer read on.



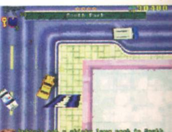


ARGH! Wrong way down a one-way street.

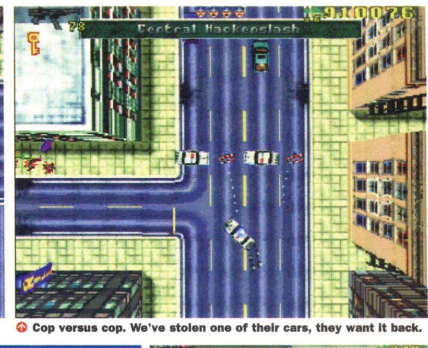
BUT I WAS TALKING ABOUT SHAFT!

You're working for the mob. Starting out at the bottom of the pecking order, with the ultimate goal being promotion to the top-rank. Of course, the mob don't make a living helping old ladies cross the road. Instead it's crime with a capital C and you're their new driver. You'll build notoriety fast by completing the mob's missions, and these range from small-time pick-ups to deliveries. That doesn't sound exciting, but when it's picking-up bank robbers, drugs and weapons you'll understand why GTA is unlike nothing else. This is the dark-side of driving games, and all the better for it.





⇧ If this coach goes below 50, it goes kaboom – sound familiar?



⇧ Cop versus cop. We've stolen one of their cars, they want it back.

WE GOT A GREAT BIG CONVOY

Driving around the cities is not for the faint-hearted. There are hundreds of other vehicles out on the streets and each has their own agenda – stopping at traffic lights and making erratic turns. If you're driving flat-out, these computer drivers can get in your way. They're also your mode of transportation. Any car that roams the streets of *GTA* is yours to steal. There are dozens of different vehicles to choose from. If you see one that catches your eye, simply run up to the driver's side and yank the occupant out. If a copper sees you doing this, you're in trouble. The police roam the streets in their squad cars and their sole purpose is trying to catch people like you. A bar at the top of the screen indicates your Wanted level. When four policemen are displayed in this bar, you're in trouble. The cops will set up roadblocks at strategic vantage points, and your only hope of survival is to complete a mission, or get your car resprayed and a change of licence plates.











⇧ Car wrecks on fire, off the shoulder of the junction.

⇧ Let me see, pink thing, or flashy blue with the stripe?

⇧ Nuts! We were having so much fun, look at our bill.

⇧ We can't help ourselves. We've stolen another squad car. Must be those pretty lights.

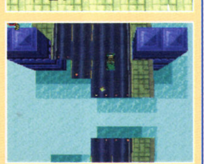


DO NOT PASS GO DO NOT COLLECT £200

The action is viewed from overhead, courtesy of the DMA newscopter. Depending on your speed this view will zoom in and out, allowing you a perfect view of your surroundings. You're not limited to just stealing cars. If you want an easy life you can hang around at a station and wait to ride the subway train. This isn't like the *Ridge Racer* games either, where you can't drive on the pavement. In *GTA* it's almost compulsory. Freeways, alleys, pavement and even parks. In GTA everything is there to be driven in and on. If you're feeling really bad you can stop running people over, and just get out of your car and shoot them. There are weapon and bonus crates littered around the city. Smashing them open reveals hidden goodies. These range from weapons and armour, to police bribes and get-out-of-jail-free cards. Basically, anything you wanted to do in a driving game and weren't allowed to before – *GTA* lets you do it.



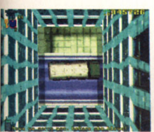


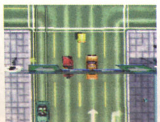


CVG OPINION

Since being blown away by the PC original, I've been waiting for this, believing the gameplay to be better suited to a console. With the addition of the PlayStation pad it's a lot easier to control. There are some minor differences to be wary of though. Obviously the graphics don't have the gloss of the 3Dfx enhanced PC game, but the issue of speed is quite important. Sadly, some cars in PlayStation *GTA* aren't as fast as before. I'm not sure why, because some of the really fast cars still go really fast. The frame rate is also a bit low, which makes the graphics jerk around a bit, especially when driving over bridges. The final difference I noticed is one concerning memory. In the PC game you can steal numerous cars and park them in a convenient place to pick-up later. Here you can't use the same tactic, as soon as you enter another car, the one you've just left disappears. A pity. If you're looking for a different type of driving game, this will still impress with its brilliant gameplay. If you can live with the graphical shortcomings, I urge you to give it a spin. Playing the *Ridge Racer* series will never quite be the same again.

ALEX HUHTALA











A few differences from the original make this a slightly weaker GTA. If you like driving games, and are fed up beating lap times, go and get this now.



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0378 549398 any other time





You've played *Cool Boarders* a million times, you love it to death, but you want that little bit more. Sony hope this will be the answer to your prayers.

COOL BOARDERS 2 Killing Session

UEP systems the makers of *Cool Boarders*, must be big fans of our new Melting Pot section. For if we'd put together a wish list of everything we could have wanted in a *Cool boarders* sequel, they seem to already have thought of it. Their powers of telepathy must be staggering. *Cool Boarders 2: Killing Session*, is believe it or not, the sequel to the hit original. Featuring mountains of new features and tricks to learn. There's loads of new riders, more clothes to choose and sweeter music. Like the original, there are tons of secrets to find, but now with double the amount of courses. It's bigger, badder, better. If you don't believe us – go get your brain tested.

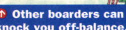
GET OFF MY MOUNTAIN

The main criticism aimed at the original was that you could only race solo, and we all know you can't have a race by yourself. The immediate improvement over the original is that you can now compete with other boarders. No more racing against a ghost of yourself – though you can do that too. There are eight competitors who want to win the championship, and nine courses to race on. 'Snowboarding Combined' is the name given to this championship event. So called because you must compete in a jump contest before each race. The jump contest determines your starting place in the race. Boarders start the race at timed intervals, but even if you start first, if you mess up on the jumps, your chances of finishing first are slim.







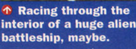


Other boarders can knock you off-balance.



Be careful, there are even more trees!





Racing through the interior of a huge alien battleship, maybe.



The long lost ruins of *Out Run*, will amaze all who visit.

YOU'RE A COCONUT

For players who enjoyed the more leisurely aspects of the original, you'll be wanting to visit the Free Ride section, here it's one boarder versus the elements that each course throws up. You can also challenge a ghost image of your best time should you so wish. All the courses from the Snowboarding Combined section are available to beat, with the challenge being to get the best time, trick and total score on each course. Should you do this, some of the game's many secrets will be available to play.

The replays name all the fancy moves you've done.

The secret snowman of the original returns, except he's had a sex-change!

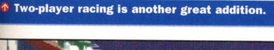
EAT MY SNOWFLAKES!

Should you get tired of merely competing against the computer controlled riders, you'd better start playing the two player head-to-head mode. Again, any course is selectable to race on, with the screen split vertically to accommodate both players. There are a number of ways to compete in this event: You can select rules for each race, these include who is the fastest, who has the best trick score and a combination of the both. A trick boost is also included to spice up the races. The bigger the trick you perform on a jump, the faster you'll go. Unfortunately, the two human-controlled boarders can only race against each other, and not compete in the Snowboarding Combined championship.



It's a little slower than the one-player game.

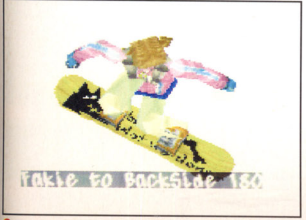




Two-player racing is another great addition.



These people have climbed half-way up a mountain to view this awe-inspiring moment of action.



The new CVG team board. It took Alex a whole hour to design. Next month he's let loose on lego!



FAKIE BACKSIDE ALLEY-OOP 720 STALEFISH CRIPPLER!

The next event is for those who just love to perform big tricks. The Half Pipe is a place to get big air, perform Cripplers and McTwists while trying to impress a panel of judges. This is the event to really take advantage of *Cool Boarders 2*'s new control system. Tricks are now put together with combinations of presses on the four shoulder buttons. These combos can also be stringed together to perform some pretty unbelievable stunts. The half pipe is a lot bigger than you'd expect in real life, but don't let that ruin your enjoyment.











REALLY WANNA SEE THOSE FINGERS

If those additions weren't enough, there's even more. The next two events range from easy to frighteningly tough. 'Board Park' is an area to carve up and just do tricks. There's no score system as such, just an indicator in the corner of the screen that says cool, and gets bigger depending on how you perform. There are lots of objects to jump over or on here, including abandoned cars, barrels, and planks of wood. The toughest section of the game is the 'Masters' mode. Here you must perform designated tricks on a huge seemingly never-ending course. The challenge is not only one of supreme finger dexterity, but also a mental one too – having to remember lots of button combinations. This event is on a limited timer, but for every trick you successfully execute, ten seconds is added to the clock. When the timer goes, you receive your grade.

CVG OPINION

There aren't many games that you'll still go back to after playing them a million times. The original *Cool Boarders* is one. It isn't the most advanced or fastest racing game on the PlayStation, but it has a lot of charm.

The sequel builds upon everything that is good in the original, and adds a lot more besides. The size of the game is the first thing you'll notice – triple that of its predecessor. Plus the improved controls allow loads more tricks. There are lots of different events to play here – more reason to come back again.

Only one criticism, which is that *Boarders 2* has the same basic look of the original, complete with the same short-comings, and slowdown on some corners. *Killing Session* faces intensifying competition from rival companies, especially in the shape of *Steep Slope Sliders*. Though for my money this is the better racer, with *Steep Slope* a close second. If you bought and enjoyed the original, you should go out and investigate this straight away.

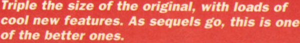
ALEX HUHTALA



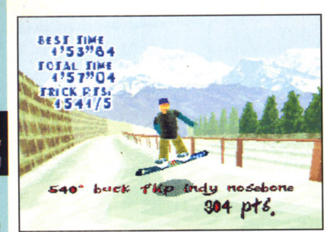


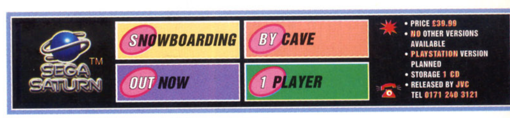






Triple the size of the original, with loads of cool new features. As sequels go, this is one of the better ones.





Calling all gnarly dudes! Do you dream of soaring down snowy mountain sides, jumping over log cabins and cars? Wake up – here's your chance!

STEEP SLOPE SLIDERS

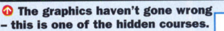
Snowboarding is something that everyone wants to do, but most people never get round to it. They all watch Board Stupid and buy clothes that make them look like boarders, but never actually fork out the cash to do it for real. This explains why snowboarding games are so popular. *Cool Boarders* was the first 32-bit console snowboarding game to be released in the UK and it sold very well, even though it wasn't particularly brilliant. This winter sees the next wave of boarding games, and here's the Saturn's first official release.

SNOWDON OR EVEREST?

Steep Slope Sliders has four extreme courses (through streets, mountain pathways, etc), one alpine slalom course, a stunt course, and one half pipe to begin with. There are also at least four hidden areas for more variety; one is set in space, while another is made out of green-screen vector graphics! There's a lot to do on each of the courses, with lots of jumps to discover in order to gain extra trick points.






The graphics haven't gone wrong – this is one of the hidden courses.



CHOOSE A DUDE

You start with the choice of four super-cool dudes to take onto the slopes. You even get to choose the way they stand on the board – goofy (right foot forward) or regular. By scoring loads of trick points on various courses and getting fastest times you'll earn another four characters, though these are slightly more unusual. You can play as a small boy, an alien, a speedy slalom expert (who can't perform any tricks) and a bald guy who just wears shorts and gloves! But it doesn't end there – finding the hidden button presses gives you access to a load more characters, including a dog, penguin and a really basic pixel man!







720° YO-YO TO STALE BOGIE RONALD FLIP

SSS's controls are very simple: A makes you jump, B makes you grab your board (hold directions for different grabs), C makes you flip, write the L and R buttons spin you each way. To perform a trick simply find a ramp so that you can get some decent air, jump at the end and press whatever combination of buttons you want before you land. Messing up tricks doesn't slow you down anywhere near as much as in *Cool Boarders*, and you can even carry on sliding down the snow on your back if you make a mistake. See what kind of tricks you can master.



The first five tricks you do in a run are worth more points than later ones. Make sure they're good tricks.



CVG OPINION

I really got into the first *Cool Boarders* when it came out, as it was very satisfying to learn and pull off really tough tricks. *Steep Slope Sliders* has the same feel, but it's so much easier to play. Trying tricks is loads of fun as you don't need to worry about messing up – if you make a mistake in *Cool Boarders* you stop and roll on the spot, which gets really frustrating. The movement of the characters is great as well, as they lean into corners smoothly as the game view leans to make it feel more like you're really there. The game's pretty basic but is a lot of fun, especially when you're trying to find all the possible trick points in order to beat the top scores. Unfortunately, the PAL conversion isn't too hot so only the fastest of the characters will give you a speed rush (most Saturn owners should have a 50/60Hz conversion by now anyway). *Steep Slope Sliders* is certainly more basic than *Cool Boarders 2*, but is lots of fun indeed.

ED LOMAS

RATING






Very easy to get into, and loads of FUN! Not the most in-depth game you'll ever play, but who cares?







JOHN MADDEN FOOTBALL '98

The annual update of everyone's favourite American football game, hosted by the ever-growing John Madden himself. There's no big surprises on offer here, with the graphics looking pretty identical to last year's game. The real difference lies in the computer AI. With improved plays and computer opponents, '98 is the toughest Madden yet. There's plenty of new options and modes of play, with a custom season and a little bit more control over the management side of things. Best of all is the Fantasy Draft option, which lets you create a team from scratch. If you're a regular fan of the Madden games, you'll be pleased to know that this year's intro is as over-the-top as ever. Which makes you think, how will they top it all again next year? If you want a cool American Football game, this is well worth a look. **ALEX HUHTALA**



AMERICAN FOOTBALL
OUT NOW
BY EA
1-4 PLAYERS

- PRICE £39.99
- MADDEN '92, '93 ETC VERSIONS AVAILABLE
- '99 VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549442



If only it was possible to play as John Madden himself in the game. No-one could stop him!







THE NOTE

The Note starts with two characters walking into the hallway of a giant mansion, then standing around having a really badly-acted conversation, just like *Resident Evil*. But other than that *The Note*'s nothing like Capcom's classic. The graphics are in real-time 3D and are viewed from your character's perspective. He must be a pretty strange guy, as he seems to slide around everywhere without moving and blinks every few seconds with a single giant eye which fills the entire screen. This cyclopic eye is also used as a health indicator. What a STUPID idea! *The Note* feels a lot like *Mystery Mansion* on the Mega-CD and Saturn as you wander around rooms finding items, solving simple puzzles and defeating basic enemies (who really look stupid). If this happened to be the first video game you'd ever played, you'd never go near them again. Extremely dull. **ED LOMAS**



ADVENTURE GAME
OUT NOW
BY NK SYSTEM
1 PLAYER

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SUNSOFT
- TEL 0171 374 2766

An all-action picture from the start of the game here, as the hero blinks his cyclopic eye.






NHL ALL-STAR HOCKEY '98

Chalk another to the growing list of Ice Hockey sims. *NHL All-Star Hockey 98* contains all the usual options and modes you'd expect to find in a modern ice hockey game, but surprisingly no commentator. There's numerous camera angles, including the 'All-Star cam' which made me feel strangely sick. When it comes to the action itself, it's not bad, but a little slow. The computer opposition contains a very high level of intelligence which results in most games being fought out in the middle of the rink. There are options to change your tactics on the ice, and being an officially licensed game, all the real players are on offer. The problem is, although this is fine enough, EA's latest offering is far superior. Which just leaves the question – who's gonna buy this? **ALEX HUHTALA**

ICE HOCKEY
OUT NOW
BY RADICAL ENTERTAINMENT



1-8 PLAYERS

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SEGA
- TEL 0181 995 3399



Ice Hockey is great to watch on TV. Time the length of the commentator's "Scooooooooore!".







PGA TOUR GOLF '98

Something happened to EA's *PGA Golf* series a few years ago. It went from being the best set of golf games around to being rubbish. Unfortunately, no-one has bothered correcting this problem over the years and the 1998 update is still not any better. The biggest problem by far is that it's so slow. Okay, so golf games are always slow – but not like this. The power bar goes up and down quickly (although it judders all the way) but once you've stopped it to set your shot it freezes to load the next camera view. The time between pressing the button and your shot actually happening is normally about five seconds. The presentation of the game is great, as we've come to expect from EA Sports games, but *Actua Golf 2* is so much better it's unreal. Even golf lovers will hate *PGA Tour Golf 98*. **ED LOMAS**



GOLF GAME



OUT NOW



BY EA




1-4 PLAYERS



- PRICE £39.99
- LOADS OF VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549442



Set your power, set your accuracy, now wait.. thwack!



EARTH 2140

More strategy action, this time courtesy of *Earth 2140*. And what goes for *Seven Kingdoms* on the next page, also goes for this. It doesn't take the type of game on any drastic steps, but is bloody good fun to play. The thing you'll find most difficult when you first play *2140* is the controls. However, as with all games of this nature, once controls can be used without thinking, it opens up to become a deeply involving game. The placing of your buildings seems to be a lot more important in this game, as I unintentionally mucked up a whole level by blocking off a supply route to a truck! And after the first levels were completed (they're more like training missions), it got really tough too. Yes it is similar to other, more established titles, but it still plays extremely well. Cool. **STEVE KEY**

SPACE STRATEGY
OUT NOW
BY TOPWARE
1-4 PLAYERS

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY INTERPLAY
- TEL 01628 423666


All of the standard troops carry missile launchers which makes them useful to have.



FORMULA 1 RACING SIMULATION

There are so many Formula 1 racing games around now that it's hard to come up with an original interesting name. Unfortunately Ubisoft got lumbered with the title *Formula 1 Racing Simulation* – not the most exciting name ever. But at least they've got a good game, unlike some others. It has the official license for the 1996 season and features all the courses, drivers and cars of that year. The graphics are excellent, with very detailed cars and lots of nice touches (such as lens flare that actually looks good). As with just about every PC game at the moment, a 3Dfx card *really* improves the look of the game. The car handling is realistic but can be annoying if you don't put in the time to learn the courses – you can't just switch on and race around at top speed without piling into the walls. Formula 1 racing fans now have a great alternative to *Grand Prix 2*. **ED LOMAS**


RACING GAME

OUT NOW

BY UBISOFT
1-4 PLAYERS

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY UBISOFT
- TEL 0171 944 9000




The cockpit view in *F1RS* is very useful. It has all the dials, rear-view mirrors and a radio (lie).



FLIGHT UNLIMITED 2

A few years ago the original *Flight Unlimited* was the best simulator around. Now comes the sequel, which tries to take realism to new levels. This strategy pits *Unlimited 2* head-to-head against Microsoft's *Flight Simulator '98*, but it doesn't quite win the fight. Yes the 11,000 square miles of photo-realistic scenery look nice, but thanks to this realism you are restricted to flying in the San Francisco Bay area. Before you go anywhere though, you have to get familiar with operating the radio. The game requires you to constantly update your progress to various airfields along your journey. The biggest shame is that the fun level, that was so evident in the original, just isn't here anymore. This will please those that like their flight sims as realistic as possible, but for the rest, it's a tough one to call. **ALEX HUHTALA**


FLIGHT SIMULATOR
OUT NOW
BY LOOKING GLASS
1 PLAYER

- PRICE £39.99
- PREDECESSOR AVAILABLE
- ADD ON PACKS PLANNED
- STORAGE 2 CDS
- PUBLISHED BY EIDOS
- TEL 01781 780 2222



Don't attempt a landing at this runway until you at least know where the brakes are.

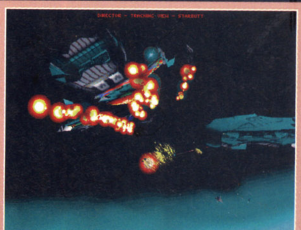


I-WAR

Take command of the starship dreadnought in an intergalactic space battle, between the independence and the government. As captain of this huge vessel, you must command your crew, and be triumphant. Due to the sheer size of the dreadnought, don't be fooled into thinking it's a fast ship. Turning can be a slow process. You must give orders on the bridge, to navigation, weapons and of course engineering. It is also possible to jump-ship and climb into a smaller craft should you want to partake in dogfights with the smaller attack craft. The best feature of *I-War* is the evolving plot that actually works. Subsequent missions are effected by how you are doing at the present, and can drastically alter the course of the game. If you can't get enough of these things, then *I-War* should definitely be on your shopping list. **ALEX HUHTALA**


SPACE SHOOTER
OUT NOW
BY PARTICLE SYSTEM
1 PLAYER

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY OCEAN
- TEL 0161 832 6633


I-War is a bit like Star Trek. You can even detach the bridge from your massive ship!








STREET FIGHTER COLLECTION

A compilation featuring three of the greatest fighting games of all time. On one disk you get *Super Street Fighter 2* and *Super Street Fighter 2 Turbo*, and on the other you get *Street Fighter Alpha 2 Gold* – the enhanced version of the game only previously released in Japanese arcades. *SFA2 Gold* has extra "original" versions of some characters, a few new moves and slightly more balanced gameplay. There's also a cheat to let you play as Cammy (an enhanced version of her *X-Men vs SF* incarnation). The Saturn versions of the games seem to have slightly better animation than the PlayStation versions, as we've come to expect. But the PlayStation game doesn't seem to slow down as much. All three games are excellent, and fans will love the chance to have them on a home machine. **ED LOMAS**

FIGHTING GAME
JAN RELEASE
BY CAPCOM
1-2 PLAYERS



- PRICE £39.99
- LOADS OF VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 2 CDS
- PUBLISHED BY VIRGIN
- TEL 0171 368 2255





No fighting game fan can do without *Street Fighter Collection*. Unless they hate *Street Fighter*.




SEVEN KINGDOMS

The seemingly never ending strategy/war game clones continues this month with this release from Interactive Magic. Although many of them just don't have the same classic feel that original games in this field like *Command and Conquer* had, they still churn up enough decent ideas to make the game worthwhile. *Seven Kingdoms* fits nicely into that category. You start by choosing a race of people in which to command and are given a town. The usual mining of elements brings money to erect new buildings and research weapons. You train your army, and link trade routes with neighbouring towns to sell what you're mining. Take over villages to increase the size of your army and attempt to dethrone an evil Lord who has taken over the kingdom. That, in a nutshell is the immensely enjoyable *Seven Kingdoms*. **STEVE KEY**


STRATEGY

OUT NOW

BY ENLIGHT SOFTWARE

1-40 PLAYERS

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY INTERACTIVE MAGIC
- TEL 01344 409399



The new 'Where's Wally' trilogy was just a tiny bit harder than the little kids expected.





BUST-A-MOVE 3

If you have a girlfriend or want to get women interested in video games, you slip her titles like this before the hardcore fighting games. The good thing about *Bust-a-Move* is that it is easy to play. You just aim your sight and fire the balls and that's it. Once you pick it up and start getting the angles spot on, then it becomes a lot more intense as you strive to find the perfect shot. But, this is also part of the reason why it loses marks on the score. It doesn't carry any real extra challenge value other than just linking up the coloured balls. *Puzzle Fighter*, *Baku Baku* and even *Columns* had combo and link potential so you were constantly planning your moves ahead. *Bust-a-Move* is certainly more involving as a one player game, but lacks enough variety in two players to make it a classic puzzle game. **STEVE KEY**

PUZZLE GAME
OUT NOW
BY ACCLAIM

1-2 PLAYERS

- PRICE £39.99
- SAT AND PC PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ACCLAIM
- TEL 0171 344 5000

Each character in *Bust-A-Move 3* has their own attacks. You can even be Atomic Blast Man!






FIFA '98

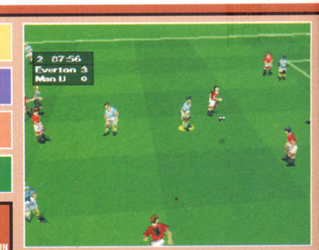
At first i thought that the Saturn version of the new *FIFA* would be just like all the others. But then it arrived in the office. What a pile of turd! My opinions of *FIFA* have taken a terrible nosedive, because both the N64 and PS versions reinstalled some of my faith in the licence. The graphics are absolutely terrible and easily to worst of all the *FIFA* games. The players look blocky, have low animation frame counts and break up a lot. Any form of realism is lost as you can score all the time from certain hotspots and hit the back of the net with some comic goals. The only good thing to come out of this game is that it should make everyone buy *Worldwide Soccer '98* instead! Quite simply, one of the worst football games ever. Even Everton are better than this. **STEVE KEY**


FOOTBALL

OUT NOW
BY EA

1-4 PLAYERS

- PRICE £44.99
- MULTIFORMAT VERSIONS AVAILABLE
- ROAD TO WORLD CUP VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549442



All the players in Saturn *FIFA 98* are eight feet tall and really chunky. With bottom troubles.




SAN FRANCISCO RUSH

The ability to steer in a race game is fundamental. Add any kind of gameplay extras you like, but the facility to turn corners at an angle of more than 20° must be present. A fair representation of gravity is also expected, which would allow drivers to control speed over hills, and not go flying into the air like a yo-yo. With gravity in effect to some realistic degree, this prevents sailing into buildings at the top of hills. For a videogame to have fantasy elements, that's fine. But games should always play fair – you should have a fighting chance to begin with. You don't get this with *San Francisco Rush*. In fact *San Francisco Rush* flies in the face of so many standard practices, it's offensive. It isn't fun. It isn't cool. It isn't fair. In my opinion, this isn't worth 50p in the arcade, let alone £50 for a Nintendo 64 cartridge. **PAUL DAVIES**


RACING GAME
JAN RELEASE
BY MIDWAY

1-2 PLAYERS

- PRICE £49.99
- ARCADE VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE CART
- PUBLISHED BY GT INTERACTIVE
- TEL 0171 258 3791


The *San Francisco Rush* experience isn't complete without the DIABOLICAL music. Aaaaah!



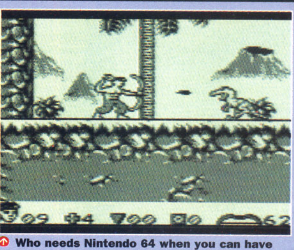

TUROK: BATTLE OF THE BIONOSAURS

Turok: Battle of the Bionosaurs doesn't look a lot like the Nintendo 64 *Turok: Dinosaur Hunter* game, but has a similar idea. You control Turok the indian, jumping around jungles and infiltrating the evil Campaigner's base while destroying his troops and dinosaurs. The animation of Turok himself is pretty good, but the basic enemies look terrible. Also, the smaller enemies just trundle from left to right, walking through Turok and damaging him on the way, even when they're hit. As such you end up slowly edging towards their boundaries and attacking as they walk away. This gets very boring. There are also sections where you need to jump off the edge of the screen and hope for the best, as there's no way of telling where to go next. There are plenty of similar Game Boy games that are a lot better than *Turok*. **ED LOMAS**


PLATFORM

OUT NOW
BY BIT MANAGERS
1 PLAYERS

- PRICE £19.99
- N64 VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 4 MEG CART
- PUBLISHED BY ACCLAIM
- TEL 0171 344 5000


Who needs Nintendo 64 when you can have its best games in your pocket? We do.






NBA LIVE '98

With basketball one of the fastest growing sports in Britain, games companies are looking to cash in on the popularity. Several titles have established themselves in the market, and this is EA's licence, *NBA Live '98*. Graphically it is quite impressive, and the animation on the players is very good too. Players also have some nice little trick moves you can pull off, where you shield the ball from defenders or try a crossover dribble. You can also quickly skip to players by holding L1 and hitting the button that appears over the players head you want. Apart from those nice little pointers though, it really is just the same as the other games in this series. I found it too easy to steal the ball, and scoring was also easy. And with games like *In The Zone 2* around, you don't really need this to be honest. **STEVE KEY**


BASKETBALL
OUT NOW
BY EA
1-4 PLAYERS

- PRICE £44.99
- SAT AND PS PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549442


The most important feature of an NBA game is, of course, Dennis Rodman's various hair colours.





NASCAR '98

Nascar racing, for those who haven't ever watched it, is a bit like touring car racing. Loads of suped-up road cars zooming around a series of courses, bumper to bumper all the way. *Nascar 98* has everything a fan could want – all the teams, drivers and courses, but not a lot everyone else would want. Most of the courses are ovals, and even though they're all subtly different it can still get very boring going round and round. The car handling just isn't realistic enough to make it a real edge-of-your-seat experience. The graphics aren't very good, but they move at a decent enough speed. The whole thing, like all EA Sports games, is completely over-the-top, with loads of real video footage and cheesy American soft rock music. Unfortunately this soft rock carries on throughout the races as well. *Nascar* doesn't have anything especially wrong with it – it's just totally average. **ED LOMAS**

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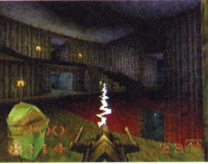

The tense race atmosphere is really helped by the dodgy American rock singer in your boot.

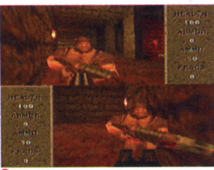
NEW GAMES

1998 is going to be a good year for games, that's for sure. If you still need confirmation of the fact, just take a look at all the hot games we've got this issue! Happy New Year!

60% COMPLETE | NINTENDO 64 | CORRIDOR GAME | BY MIDWAY | APR RELEASE | 1-2 PLAYERS

QUAKE 64

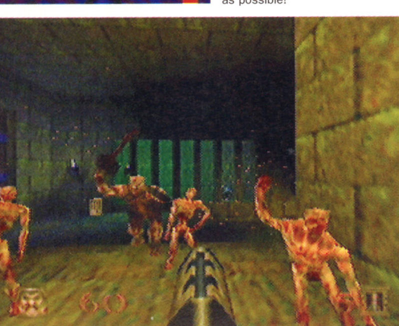

The deathmatch levels are in!


One-on-one deathmatches on Nintendo 64! Should be great!



Until recently the only version of *Quake 64* we'd played was a one-level demo. Also, it was only a demo of the first boss level – the smallest level in the game. Thankfully the whole first episode is now complete, and it's very impressive indeed!

The graphics are similar to *GLQuake* on the PC (the version which uses accelerator cards like 3Dfx), with smooth textures and the orange glowing ball which surrounds explosions. The levels have been changed slightly in places, with small sections left out, but new patches of coloured lighting added to make the game look brilliant. The resolution of the graphics is also surprisingly good when compared to other Nintendo 64 games like this. The enemies are in place and, even though their look has bee simplified slightly, they still look very good. When work was first started on *Quake 64* it was said that it would have to be cut down in size to fit it on a Nintendo 64 cartridge. The first episode has one level missing (the fourth level in case you're interested) but it'll be interesting to see how the final three episodes come out. Their levels are generally a lot bigger than the first episode's and may need to be shrunk even more. The most recent version of *Quake 64* has a two-player split-screen mode in place, but it's hoped that up to four people will be able to play in the final version. Also, only one level currently works (DM1, the smallest deathmatch level) but it moves around at a decent speed. We'll have a full preview of this potential smash hit as soon as possible!


As you can see, the new coloured lighting adds loads of atmosphere.





ALUNDRA

A straight conversion of the hit Japanese RPG. Psygnosis acquired the game to test whether the UK will be in a state of RPG mania, following the success of *Final Fantasy VII*.

If this proves popular, they will develop their own original RPG. *Alundra* is very much in the *Zelda* mode. The star of the show is *Alundra*, a character that possesses the power to enter people's dreams. He helps those that suffer from nightmares by battling the evil within their dreams. Featuring more than 50 hours of gameplay, *Alundra* should be a biggie.





SOCCER

A game without a proper name at the moment, but already it shows early promise. Made in America with help from Dino Dini – the inventor of *Kick Off* – this features a full roster of international sides. Some strange features in place at the moment include commentary by the players on the pitch themselves.

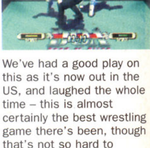
Rather than have a TV commentator, the players shout out common footie phrases such as 'man-on' and will call for the box. Foreign teams do this in their own language. Each team also has a star player, who is basically better than everyone else in the team. We've also heard that this might be licensed as the official England squad football game, and could feature the three lions emblem as the cover of the box.





100% COMPLETE | NINTENDO 64 | WRESTLING | BY ASMIK | MAR RELEASE | 1-4 PLAYERS

WCW VS NWO WORLD TOUR



This game made us laugh. You get to use over 40 wrestlers from WCW and NWO, as well as Dead Or Alive and Independent Union Wrestling.

There are loads of moves and techniques to master, with a surprising number of counters available, letting you cancel and reverse all sorts of moves on your opponents. You can also play with four men in the ring at once, double teaming against one another as they go.

We've had a good play on this as it's now out in the US, and laughed the whole time – this is almost certainly the best wrestling game there's been, though that's not so hard to believe. We'll review the game as soon as we're certain about the UK release.

90% COMPLETE | PlayStation | SHOOTING GAME | BY ASC GAMES | FEB RELEASE | 1-2 PLAYERS

ONE



A scrolling shoot 'em up in the *Contra*-style, from new boys ASC Games. One is the story of John Cain, who wakes to find his left arm replaced by a metallic gun. He is also suffering amnesia. His only emotion is rage. The action is fast and the enemies tough.

Cain also has a rage meter which when high can allow you to access more powerful weapons and combos. Just like Contra there are also huge assault vehicles to use in your mission. There's five levels of action, three levels of difficulty, and of course a guy called John Cain. We must mention the graphics, which are excellent. Major desruction is the key as you blow giant billboards and bits of buildings away.





SPECIAL OPS

This is a cool sounding game. You control a crack group of hardcore soldiers from the US Army Rangers in missions around the globe.

You will have to take in part in missions like search and destroy targets, hostage rescue, reprisal attacks and counter attacks. The programming team behind it, Zombie, have created their own engine for the game and are promising great things from it. Soldiers have been motion captured as well to provide ultra realistic movement. A proper war game in the privacy of your own home.

60% COMPLETE | PlayStation | PC CD ROM | 3D ADVENTURE | BY SLAM | SUMMER RELEASE | 1 PLAYER



MONKEY HERO

***Monkey Hero* is a new title from recently-formed developers Slam and looks like being a 3D adventure, in a similar style to *Zelda* on the SNES.**

The basics behind the game is that you have to recover eight chapters from an ancient magical book that has been stolen, and restore peace to the lands. According to the people at Slam, it will feature over 2500 screens to play through, 16 dungeons and 14 bosses. Have a peek at these shots and we'll feature more next month.





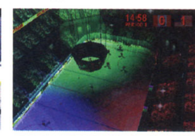
60% COMPLETE | PC CD ROM | HOCKEY GAME | BY GREMLIN | APR RELEASE | 1-4 PLAYERS

ACTUA ICE HOCKEY

The latest in the *Actua* series is also the first to branch out into the ice hockey market. It features all of the classic features that have become almost a trademark with these games now.

Superb attention to detail on the stadium and player animation are also very cool. All of the teams from the NHL will be included and players stats will of course be as up-to-date as possible. Early indications show that *Actua Hockey* plays well too, but we'll be able to bring you more next month.





60% COMPLETE | PlayStation | HOCKEY GAME | BY GREMLIN | APR RELEASE | 1-4 PLAYERS



N20

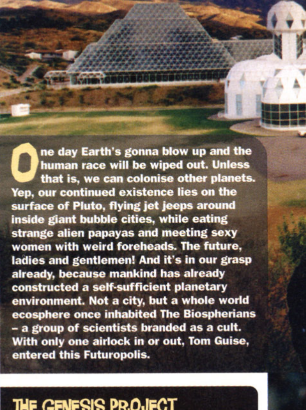
This new shooter from Gremlin is the new project of old-skool developer, Tony Crowther. You control a spaceship hurtling through a tunnel and you have to shoot everything.

Coins are dropped by dead enemies that will increase speed once collected. You also have various special attacks that can wipe everything in your path. The most impressive thing about *N20* are the lighting effects. The pictures show just how mad and spaced out the game is, and it also has a cool soundtrack. This could turn out be be a good one.

COME! ENJOY A VACATION ON JUPITER!

IF ONLY! BUT RIGHT NOW THE TECHNOLOGY TO LIVE ON OTHER PLANETS ONLY EXISTS IN THE VIRTUAL UNIVERSE OF GAMES LIKE *G-POLICE*. OR HAS IT BEEN IN THE ARIZONA DESERT FOR THE LAST SIX YEARS?

One day Earth's gonna blow up and the human race will be wiped out. Unless that is, we can colonise other planets. Yep, our continued existence lies on the surface of Pluto, flying jet jeeps around inside giant bubble cities, while eating strange alien papayas and meeting sexy women with weird foreheads. The future, ladies and gentlemen! And it's in our grasp already, because mankind has already constructed a self-sufficient planetary environment. Not a city, but a whole world ecosphere once inhabited The Biospherians – a group of scientists branded as a cult. With only one airlock in or out, Tom Guise, entered this Futuropolis.



Lovely pair of lungs.

BIO SPHERE 2

THE GENESIS PROJECT

Covering three and a half acres of the Arizona desert, Biosphere 2 is a mini-model of Earth. Inside, there's a rainforest, a desert, a wilderness, a savannah, agricultural fields and even an ocean complete with tropical fish and a coral reef. And it's all genuinely sealed off from our own planet. Beneath is a solid concrete basin and above is a triple-glazed space structure. Not even air can pass through. As such, it's powered by two giant 'lungs'. Containing 26-ton rubber diaphragms that span 135ft across, these domes suck in and breathe out the enclosed air as it expands. Without the lungs, the Biosphere would literally explode!



The Algae Farm. Scrapped from the ocean beds, this tasty gunk is 'reused'.

WEIRD TALES





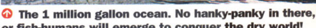
Controlled insect colonies were released into the dome. However, before the structure was fully sealed, native biting ants got in, proving horrible for the human inhabitants. Bizarrely though, these ants were destroyed by a breed of non-biting South American crazy ants (so called because they run around in no fixed direction). Bees too, died out within a month. It's believed that without the sun's ultra-violet rays, they were blind. As such, the plants had to be pollinated manually! Finally, bush-babies (like apes) broke into the Technosphere – the factory beneath the surface – and started eating the machinery. They had to be removed.

HUMAN EXPERIMENT

In 1988, a human test subject –Vertebrate X – was placed inside a 500ft sealed container for 13 days. He survived and the Biosphere project was deemed possible. Three years later, eight scientists entered the dome to live for two years. Crops failed and carbon dioxide levels rose, one member lost a finger off in a rice thresher and they all turned orange from eating sweet potatoes. They also stopped suffering any illnesses. Meanwhile, the founder of the project refused to reveal to the world any of the scientific discoveries made. In 1992, during a second mission, rebel Biospherians broke into the dome to stop 'The Cult'. Since then, no-one has lived in it.

Inside a lung! That huge ceiling moves up and down as the Dome breathes!





The 1 million gallon ocean. No hanky-panky in there, or fish-humans will emerge to conquer the dry world!



Bernd Zabel – Austrian scientist and director of the Biosphere. Mechanical arm just out of shot.

INFINITY AND BEYOND?

So could we one day live in on Mars? From this experiment, it would seem yes. Indeed, the theory of terraforming even seems possible – building enough domes on a planet's surface, then breaking them open to release an atmosphere. There's only one snag with Biosphere 2. The cost. A solar generator would be too expensive to construct and currently its electricity bill is £13 million a year.

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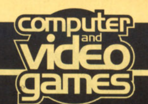
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THE FUTURE OF TAMAGOTCHI IS REVEALED!



Inventors are never given enough credit. We all know who invented the telephone, and the light bulb, but who will be remembered as the inventor of 1997? If you think like us, there's only one candidate – Aki Maita. The 31 year old creator of the Tamagotchi. On a recent visit to the UK, the Tokyo housewife who's conquered the toy stores of the world, took time out to speak to one games magazine. Can you guess who it was?

CVG: What do you say to people who reckon your product is bad for children?
Aki Maita: First of all, it wasn't developed for young children. We have targeted it at high school girls between the ages of 15 and 18. I wish the adults would teach the correct way to play Tamagotchi for children. You can play when you play, study when you study. This is the duty of the parents. Obviously parents know that they should do this. I get a lot of satisfaction for giving it to the world who wanted a pet. But I would like to give a proper introduction to Tamagotchi.
CVG: Were you surprised by the interest in it from boys and men?
Aki Maita: Before we launched, I knew that the toy was adaptable for boys, men, adults. Because the pleasure of caring for pets has no discrimination against sex or nationalities.
CVG: Do you have any technical background or are you simply a housewife, married with children?
Aki Maita: I work in a department which decides on the strategy of how to attack a market – thinking for the boss! I used to work at a computer company. I have a husband but no children.
CVG: What do you think about all the fakes?
Aki Maita: It's a great pity they've copied our products. Tamagotchi is our trade name. I am sorry for the children who've bought copies or fake products which are not up to our high standard. There are four or five fakes sold, to each original Tamagotchi.
CVG: When you came up with the idea, did you think of it first as a key ring?
Aki Maita: It was a pet first.
CVG: How long did it take to think of it?
Aki Maita: It took two to three months. I had an idea in my mind to produce things that were trendy and popular with the people. I kept the idea for about two or three months before telling people. Even now I talk to teenagers about products.
CVG: What did you play with when you were a kid?
Aki Maita: I had a tricycle, china dolls and Lego. Also the early TV games with tennis and hockey.
CVG: And what do you think will be the equivalent of virtual pets in ten years' time?
Aki Maita: It's a very difficult question to answer. Everything in Japan is going compact – we've had the telephone and now there's the wristwatch telephone.
CVG: And what are you working on for Bandai now?
Aki Maita: The future? It's top secret, but I have several ideas!

Here's what we know of the new Tamagotchi-licensed product for '98. A camera which imprints your picture with virtual pet characters. It could come to the UK this year. In Japan, Angelgotchi will go on sale this month and DigiMon, the pet monsters which you can link and battle with a friend, are out next month. The question is, will a Teletubbie-crazed Britain still be interested?

2 (funtastic) BANDAI FACTS

•Did you know? In 1967 Bandai sponsored Gerry Anderson's Thunderbirds show when it aired in Japan. Fascinating!
•Can you believe? A whopping 16 million Tamagotchis were sold in Japan last year and 28 million will have been sold by March. Ker-ching!

THE RED-HOT RUMOURS. THEY'LL THAW YOUR ASS

•*X-Men Vs Street Fighter* is being renamed *X-Men Vs Street Fighter EX* when it appears on the PlayStation. This is because of a major difference in the game, where you can no longer switch between characters during a fight. Only when the first member of your twosome is dead are you able to control the second!
•GT Interactive seem pretty sure that *Quake* WILL be released on the PlayStation this year. They still haven't decided on a developer, but Rage (developers of Saturn *Doom* and PlayStation *Hexen*) and more recently Aardvark (*Duke Nukem* on PlayStation) are the most likely candidates.
•An add-on-pack for PC *Grand Theft Auto* is in the works. Rather than release a sequel, DMA and BMG will release a city at a time. The first of the series is likely to be based around London.
•*WipEout 3* is not in development at the present. Sources at Psygnosis say they've done all they can with the game at the moment, and are awaiting new technology (namely PlayStation 2) before the series continues.
•The latest news on who's got development kits for the new Sega console. Core are now definitely confirmed, and Psygnosis are apparently quite keen to have a look at what the machine can do.
•Konami are working on *ISS Pro* *Deluxe* on the PlayStation.
•It's been rumoured for ages, but apparently a movie based on *Doom* is back on the cards, and will go into production shortly.
And finally...
•The casting of the *Tomb Raider* movie seems to change every week. The plot however, will focus on Lara's first adventure, with the action starting when Lara's plane crashes, which she mentions in most of her interviews. The movie will open around the same time as the fourth Indiana Jones film.

READERS MOST WANTED CHART

Their predecessors having finally arrived and already you lot are demanding sequels to them! Typical.

1	RESIDENT EVIL 2	PS
2	TEKKEN 3	PS
3	ZELDA 64	N64
4	GRAN TURISMO	PS
5	HOUSE OF THE DEAD	SAT
6	YOSHI'S STORY	N64
7	BURNING RANGERS	SAT
8	TOMB RAIDER 3	PS
9	NEW SEGA CONSOLE	SEGA
10	VIRTUA FIGHTER 3	SAT

Others just missing the top slots are, *Time Crisis 2*, *Mario 64 2*, *Lylat Wars 2*, and numerous Capcom fighting games across all the formats. Sequels! It's all you lot want isn't it? There were yet more people trying to be incredibly funny by sending in yet more requests for *Sim Kebab Shop*. It's just not funny anymore, so stop it. A 3D Ghostbusters game? Yeah, like it. And a Dawn of the Dead game would be cool. Perhaps Capcom could return the favour to George Romero for directing the *Res Evil* movie. And the weirdest request was a genuine enquiry asking what happened to Oz Browne after his one issue comeback. For the answer to that watch 'The Y Files' on Live TV and read some Titan Books, especially 'The making of Spawn'. Oz might have had a part in that one.

Contents

computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**1**	**FIFA '98: ROAD TO WORLD CUP**	**PLAYSTATION**	**EA**
2	3	FINAL FANTASY VII	PLAYSTATION	SONY
3	2	TOMB RAIDER 2	PLAYSTATION	EIDOS
4	6	DIDDY KONG RACING	NINTENDO 64	THE GAMES
5	NE	QUAKE 2	PC CD-ROM	ACTIVISION
6	8	TOCA TOURING CAR	PLAYSTATION	CODEMASTERS
7	5	TIME CRISIS	PLAYSTATION	SONY
8	4	TOMB RAIDER 2	PC CD-ROM	EIDOS
9	NE	CRASH BANDICOOT 2	PLAYSTATION	SONY
10	NE	GRAND THEFT AUTO	PLAYSTATION	BMG
11	14	FORMULA 1 '97	PLAYSTATION	PSYGNOSIS
12	7	ACTUA SOCCER 2	PLAYSTATION	GREMLIN
13	9	GOLDENEYE	NINTENDO 64	THE GAMES
14	12	CHAMP MAN 2 '97-98	PC CD-ROM	EIDOS
15	11	CROC	PLAYSTATION	EA
16	13	FIFA '98: ROAD TO WORLD CUP	PC CD-ROM	EA
17	15	GRAND THEFT AUTO	PLAYSTATION	BMG
18	12	BLADE RUNNER	PC CD-ROM	VIRGIN
19	20	RESIDENT EVIL: DIRECTORS CUT	PLAYSTATION	VIRGIN
20	10	C&C RED ALERT	PLAYSTATION	VIRGIN

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	QUAKE	SEGA
2	DUKE NUKEM	SEGA
3	STEEP SLOPE SLIDERS	JVC
4	BUST-A-MOVE 3	ACCLAIM
5	TETRIS PLUS	JVC

SATURN IMPORT TOP 5

1	SHINING FORCE 3	SEGA
2	WINTER HEAT	SEGA
3	J-LEAGUE SOCCER	KONAMI
4	TAMAGOTCHI PARK	BANDAI
5	PANZER RPG	SEGA

PLAYSTATION U.K. TOP 5

1	GRAN TURISMO	SONY
2	COOL BOARDERS 2	SONY
3	NAGANO OLYMPICS	KONAMI
4	BREATH OF FIRE 3	OCEAN
5	THEME HOSPITAL	EA

PLAYSTATION IMPORT TOP 5

1	RESIDENT EVIL 2	CAPCOM
2	XENO GEARS	SQUARE
3	TENCHU	SONY MUSIC
4	OVERBLOOD 2	RIVERHILLSOFT
5	ULTRAMAN	BANPRESTO

PC TOP 5

1	QUAKE 2	ACTIVISION
2	AGE OF EMPIRES	MICROSOFT
3	TOMB RAIDER 2	EIDOS
4	ULTIMA ONLINE	EA
5	MYTH: THE FALLEN LORDS	EIDOS

NINTENDO 64 IMPORT TOP 3

1	YOSHI'S STORY	NINTENDO
2	WILD CHOPPERS	SETA
3	WCW VS NWO	THQ

16 BIT TOP 3

1	FIFA '98	MEGADRIVE/ SNES
2	TETRIS ATTACK	SNES
3	LOST WORLD	MEGADRIVE

ARCADE TOP 5

1	TEKKEN 3	NAMCO
2	SAMURAI SHOWDOWN 64	SNK
3	SF3: SECOND IMPACT	CAPCOM
4	LIBERTO GRANDE	NAMCO
5	EHRGEIZ	NAMCO/SQUARE

JAPANESE MULTI-FORMAT SALES TOP 10

1	**J-LEAGUE PRO SOCCER CLUB 2**	**SATURN**
2	GALLOP RACER 2	PLAYSTATION
3	DIDDY KONG RACING	NINTENDO 64
4	EINHANDER	PLAYSTATION
5	MINI CAR RACING	PLAYSTATION
6	DEVIL SUMMONER: SOUL HACKERS	SATURN
7	POCKET MONSTER	GAMEBOY
8	POWER DOLL 2	PLAYSTATION
9	EVERYBODIES GOLF	PLAYSTATION
10	TAMAGOTCHI 2	GAMEBOY

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer and video games

1	QUAKE 2	PC CD-ROM
2	QUAKE	PC CD-ROM
3	X-MEN VS STREET FIGHTER	SATURN
4	STEEP SLOPE SLIDERS	SATURN
5	GRAND THEFT AUTO	PC/PLAYSTATION

DON'T LIKE QUAKE 2, HUH? WELL YOU CAN BITE ME, MISTER!

AMERICAN MULTI-FORMAT SALES TOP 10

1	**DIDDY KONG RACING**	**NINTENDO 64**
2	NFL QUARTERBACK CLUB '98	NINTENDO 64
3	GOLDENEYE 007	NINTENDO 64
4	CRASH BANDICOOT 2	PLAYSTATION
5	FIGHTING FORCE	PLAYSTATION
6	MADDEN NFL '98	NINTENDO 64
7	BUSHIDO BLADE	PLAYSTATION
8	FINAL FANTASY VII	PLAYSTATION
9	SF EX PLUS ALPHA	PLAYSTATION
10	NFL GAMEDAY '98	PLAYSTATION

CVG'S 15 CRAPPIEST GAME TITLES EVERE

1 GREEN DOG: THE BEACHED SURFER DUDE
2 RINGS OF POWER
3 TOILET KIDS (NO REALLY!)
4 LYLAT WARS
5 CYBER EGG BATTLE CHAMPION
6 MAGICAL FLYING HAT TURBO ADVENTURE
7 LINDA CUBE: AGAIN!
8 SLOT MACHINE - COMPLETE CONQUEST CRANKY PRO!
9 PO'ED
10 BANJO AND KAZOOIE
11 DANGEROUS SEED
12 EARNEST EVANS
13 FRANK THOMAS BIG HURT BASEBALL
14 VIRTUAL ON: ORATORIO TANGRAM
15 TREVOR MCFUR IN CRESCENT GALAXY

Keith Ainsworth's Retro Computer Ranch

Greetings! The retro page is under ne management. Allow me to introduce myself, me llamo esta Keith Ainswo I publish Britain's best retro fanzine, Retrogamer. As I've been reading CVG for than many of you have been alive I'm completely chuffed to be writing in its sacred pages.

While carrying out research for Retrogamer I come across many obscure companies and games. One thing all the early software houses had in common was a complete disregard for copyright. This ranged from ripping off a hit coin-op to naming their game after some famous character or brand.

Return of the Jedy eh? What next the Ampire Strikes Back?

I found an advert recently for a game named *Return of the Jedy*. Produced by a company called M K Circuits, the ad says you have to destroy D Vader and protect R2. Just in case you didn't pick up on these subtle suggestions, a screenshot shows clear pictures of Darth Vader and R2-D2.

In the same vein is *3D Star Wars* by Add-On Electronics Ltd (imaginative title there guys). The story line casts you as Luke Clearthinker to battle an entire rebel space fleet. His name rings a bell surely? Another title that I feel sounds familiar is a game by Arcade Software called *Raiders of the Lost Ring*.

Then there are thinly disguised arcade clones. Mikro-Gen produced *Galakzions* and *Deffendar*. Can you guess what games these are? Alligata released the excellent *Defender* clone, *Guardian*, for the Commodore 64. Just to hit home which game this was based on the advert had the words 'DEFEND' OR DIE! at the top of the page. Mmmm.

Aliens + Guns + Footballs = Guardian. What a combination!

The popularity of *Donkey Kong* can be seen in the amount of clones produced for it. The titles were pure exercises in jiggling the letters around. Amongst others we had *Crazy Kong*, *Krazy Kong*, *Zany Kong*, *Donkey King*, *Dinky Kong* and *Kongo Kong*.

How about making the name of your game unpronounceable? That will be good for sales. *Quetzalcoatl* by Virgin Games, *Nonterraqueous* by Mastertronic, *Myla Di'Kaich* by Global and *Kobayashi Ag'Kwo* from Zenobi don't really trip off the tongue do they?

Other companies went for dreadful puns. Bug Byte's *Another Vic in the Wall* was a *Breakout* clone for the Vic-20. How about a game featuring a Russian wizard? Bug-Byte called their game *Sodov the Sorceror*.

Software companies had wacky names too. Two of my favourites are *Don't Ask Software* and (the fairly famous) *Romantic Robot*.

The platformer, *Great Gianna Sisters*, from German company Rainbow Arts had to be withdrawn. Change *Great* to *Super*, *Gianna* to *Mario* and *Sisters* to *Bros* and you'll realise why Nintendo weren't too keen on it. Excellent game though.

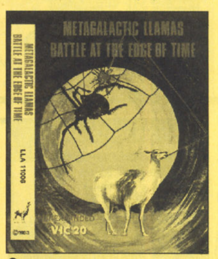
Because many adventure games had to be creative on a descriptive level, they frequently had inspired titles. These include *Bored of the Rings* by Delta, *Homicide Hotel* by Wallsoft, *One of our Wombats is Missing* by Zenobi and *The Gerbil Riot of '67* from the The Guild.

Artic Computing produced many excellent chess programs for the Spectrum, then tried something different with *Death Chess 5000*. Just how dangerous can chess be? ıe program turns the pawns into ınks and the queens into missile aunchers. The new rules mean that when you attempt to take an opposing piece you go to an arcade sequence. If you win you can take the piece, if not you lose your own. Wacky.



No wonder Paul was reluctant to show us his photo album.

Violent themes often give rise to well over the top names. Some fave titles are *Brad Blasts The Galactic Barbarians* by Express oftware, *Butch Hard Guy* by Advance, *Call Me Psycho* by Pirate and *Cosmic Wartoad* by Ocean.



Could this be the best game name of all time? We think so.

Don't Buy This was a compilation Spectrum tape from Firebird that sold for £2.50. The difference here was that instead of being a collection of excellent games, it contained the five worst (but funniest) games ever sent to Firebird. Even the names of the authors were removed from the games. Inexplicably the tape sold very well.

My last title is also a groovy game. Only the imagination of Jeff Minter could have come up with: *Metagalactic Llamas Battle at the Edge of Time*.

INTERNET ELITE

There are a wealth of Internet sites dedicated to old video games. Type in Classic Video Games at a search engine and you'll get millions of links. So to narrow things down for you, here are some sites I've found to be the most rewarding.

Greg Chance's pages cover just about everything you`ll want on the console front, including some emulator ROMs and instruction manuals for hundreds of games (handy as instruction booklets always seem to get lost)... Have a browse through some of these:
http://www.sponsor.net/~gchance/

This Norwegian site is the main depository for everything Sinclair-wise...
ftp://ftp.nvg.unit.no/pub/sinclair

The Classic Game Nexus is worth mentioning on this page again, as although it is just links and no content it will guide you quickly to whatever area you want...
http://fly.hiwaay.net/~lkseitz/cvg/nexus/

If you thought you had a good game collection, look here. Sean Kelly has posted two pictures of the garage where he stores his collection. Shelves of carts and game boxes as far as the eye can see...
http://www.xnet.com/~skelly/images/collect1.jpg

Lastly for more retro articles and some rare nostalgic pictures go to the Retrogamer fan page on...
http://www.geocities.com/SiliconValley/Heights/5874/

If you want to send me a message or recommend any web pages **e-mail: retrogamer@hotmail.com**

CABIN FREEPLAY CLASSIFIED

Retrogamer Issue 13 is out now! It features a profile of the Vectrex console plus a run down of the third party games produced for the Mattel Intellivision by Activision, Imagic, Parker and Atari. The big competition inside means you could win a brand new Nintendo Virtual Boy console plus two games! Send £1.50 to Keith Ainsworth, 52 Kingfield Rd, Orrell Park, Liverpool, L9 3AW.

P.C.B.s, Juke Boxes and Arcade Cabinets. If there's a game you want telephone Simon Green on 0973 720312 or 0973 721115 for more details.





THE LEGEND OF LOMAS

Christmas always takes a lot out of me. This year it took my soul. I am now left with a giant void in my life which can only be filled with some magnificent gaming tips and hints. I will compress the best into a replacement personality then insert it into my bald shell, letting me get back into everyday life. So please, give me tips. Ping!

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS

37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

You can also send any tips or guides to this Email address. We don't want big lists of old cheats you've copied out of a free tips book, and funnily enough we don't need any that have been copied out of our own mag. If you send a really good tip, we'll send you a free game of your choice in return.

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION

TOMB RAIDER 2

You've all been desperate for *Tomb Raider 2* cheats since the day it came out. So for those who want to ruin the game for themselves, here they are.

To give yourself all the weapons, get a flare out then hold the walk button and step forward once. Now step backwards once, turn around three times on the spot and finally jump backwards.



To skip levels, get a flare out then hold the walk button and step forward once. Now step backwards once, turn around three times on the stop and finally jump forwards (exactly the same as the weapons cheat, except you jump forward at the end. Just in case you hadn't noticed).

By the way, it's still possible to do the hidden handstand move from the first *Tomb Raider*. When you're pulling yourself up to a higher ledge, hold the walk button. Lara will get to the top and go into a slow handstand which has no benefits whatsoever, other than looking cool.

If you ever run out of flares and are really desperate for one, simply get your guns out and press the flare button. Magic! You can do this whenever you need to. Thanks to **Steven Brown from West Lothian** for that.

Steven Brown also knows how to relight a flare. Thow one into a section of water that is too deep to walk in. When it goes out, jump into the water and pick it up to make it relight.

Steven Brown must have got a bit bored while playing *Tomb Raider 2* because he's found a way to keep doors shut for a few extra seconds. When you put a door key in a lock, hold a sidestep button and get your guns out while Lara is turning the key. Sidestep away from the lock and the door will stay closed until you go right up to it. Wow!

TOCA TOURING CAR

To use these cheats just enter one of the codes as your driver name in Single Race or Time Attack mode. Tiff will say "Cheat mode enabled!" and you'll get to enter your real name straight after.

All courses (including Lava Land)
JHAMMO
Two bonus vehicles
CMGARAGE
Double speed cars
XBOOSTME
Helicopter view
CMCOPTER
Go-kart view
CMCHUN
Micro Machines view
CMMICRO
Trackside view
CMFOLLOW
Multi-coloured fog
CMDISCO
Starry sky
CMSTARS
Cartoon sky
CMTOON
Low gravity
CMLOGRAV
Rain goes upwards
CMRAINUP
No collision detection
CMNOHITS

FORMULA 1 '97

These cheats need to be entered as your driver name to get them to work.



Plain polygon graphics
VIRTUALLY VIRTUAL
New sound effects
SWAP SHOP
Big wheels
LITTLE WHEELZ
Hovering cars
PI MAN
Helicopter view
ZOOM LENSE
Commentator faces
BOX CHATTER
Four new tracks
BILLY BONUS
Rains frogs
CATS DOGS
Skip to round 16
OEAN ALESI
Win all arcade races
TOO EASY

MDK

For a level select, go to the title screen and press **Left, C, T, Up, S.** The new option should then become available.

To give yourself free items whenever you need them, simply press these button sequences while playing.

Mortar
Left, L1, T, S, Right, C, Left, Left
Sniper Grenade
Up, S, L1, Left, C, T, S
Super Chain Gun
Left, L1, Down, S, T, Up, Down
Homing Sniper Grenade
Left, Up, X, T, L1, L1, Right
Hand Grenade
T, C, S, S, L1, Right
Dummy Decoy
X, L1, Right, C, X, Up, S
Cow
Up, Down, Down, L1, Right
Thumper
Down, Up, Left, Left, T, Up, Right, Down
Twister
Down, L1, S, T, Right, Up, X
World's Most Interesting Bomb
Down, Right, C, C, Left, Left, Up, S, T
Airstrike
Down, Up, C, Down, Up, Down, L1

V-RALLY

On the Infogrames logo screen right at the start of the game, quickly press **Up, Down, then Triangle+Circle together**. "Lock Off" should appear on the screen to let you know that the cheat mode is on. Now you can enter any of these codes to get extra modes. Make sure you hold the second button listed in each cheat right until you've chosen the language you're going to use.

No time limit
Left+L1
Narrow tracks
Left+L2
Restart in Arcade Mode
Left+R2

Debug Mode
Left, Right

The Debug Mode is of no real use to you, so don't go writing in to ask what it does.

G-POLICE

Some nice reader with very spidery writing sent in a list of codes and cheats for *G-Police* but didn't include their name. Or maybe we lost it. Either way, thanks whoever you are.

For infinite ammo, go to the weapon screen and hold **Left+L2+R1+Circle** at the same time.

For infinite shields, go to the briefing screen and hold **Left+L1+R2+Circle** at the same time.

These cheat passwords give you hidden modes.

PANTALON
Secret training missions.
SUPACAM
The camera follows destroyed enemy ships.
WOOWOO
Gives you a siren. Press **Hover Up+Air Brake** to turn it on or off.
BENIHILL
Super-fast civilian vehicles.

And here are codes for the various missions.

CAMPAIGN 1
2 KJOXAAAA
3 UIXZAAAA
4 MKFHRFAA
5 WHLTMIAA

CAMPAIGN 2
6 YITSRFAA
7 UWCQAAAA
8 MYKXQFAA
9 YIOQMIAA
10 CJWGRFAA

CAMPAIGN 3
11 IKFNIVDA
12 GVFSAAAA
13 MGIZAAAA
14 EIQGRFAA
15 QSTZMIAA

CAMPAIGN 4
16 EEIQRFAA
17 CHYRAAAA
18 UGZKAAAA
19 KFPGRFAA
20 YCQGNIAA

CAMPAIGN 5
21 IAINTHOD
22 JONRITZ
23 CLAIREC
24 STEVEBOT
25 ANGUSF

CAMPAIGN 6
26 EUANLEC
27 EDFIRE
28 STUBOMB
29 THONBOY
30 JIMMAC

CAMPAIGN 7
31 PUGGER
32 ROSSCO
33 CAKEBOY
34 NIKNAK
35 SAGLORD

RAPID RACER

These cheat codes should be entered as your name. The underscore ("_") represents a blank space.

All boats
_BOA
Duck mode
_QAK
Hurricane boat
HURR
Play all streams
_STR
Open all day tracks
_DAY
Open all night tracks
_NIT
Open all mirror tracks
RRIM
Open all fractal tracks
FRAC
Winner
WINR

RESIDENT EVIL: DIRECTOR'S CUT

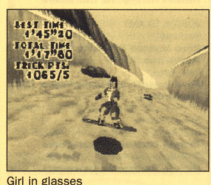
DJ Dirty's back, and he's written to tell everyone about a cheat for *Resident Evil: Director's Cut*. On the level setting, go to Advanced and hold Right until it goes green. Now, whenever you pick up an item in the game it'll be worth double its usual value.

SATURN

STEEP SLOPE SLIDERS

SSS has loads of hidden characters and courses. You get the first four hidden boarders by getting top trick scores and times (you'll be told when you collect them). Once you've all four you get to use these cheats for more bonuses. You may need to save your game and restart before they work properly.

CHARACTERS



Girl in glasses
Hold L and choose the Boy



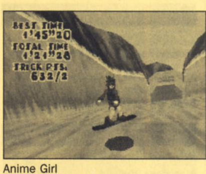
Dog
Hold L and choose Baldie



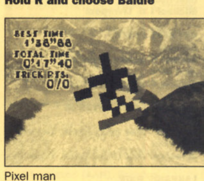
Rocket Car
Hold L and choose the Racer



UFO
Hold L or R and choose the Alien



Anime Girl
Hold R and choose the Boy



Penguin
Hold R and choose Baldie

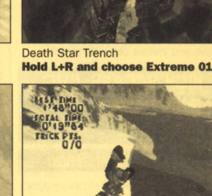
Pixel man
Hold R and choose the Racer

COURSES

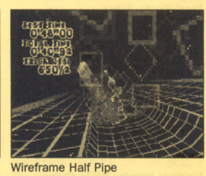


Asteroid Belt
Hold L+R and choose Extreme 00

Death Star Trench
Hold L+R and choose Extreme 01



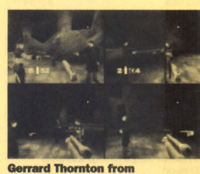
South Pole
Hold L+R and choose Extreme 02



Wireframe Half Pipe
Hold L+R and choose Extreme 03

NINTENDO 64

GOLDENEYE



Gerrard Thornton from Manchester has figured out a way of using more than one version of the same character in multiplayer mode. This means you can have loads of Bonds in one game!

First off, set the number of players to four in the options screen and go to the character select screen. Player four should now choose whoever you want to all play as (we'll use Bond as the example here). The other three players should pick anyone else. Now change the number of players to three and go back to the character select screen. Player three should now pick Bond and the other two pick anyone else. Change the number of players to two and go to the character select screen again. Now player two needs to pick Bond and player one picks whoever they're going to play as. Finally change the number of players back to four and players two, three and four will all be James Bond! Nice one Gerrard.

Are you the best gamer in the world? You reckon? We don't believe you. Prove it.
Send us your highest scores for the latest and greatest games and we'll give you instant celebrity status.

HIGH SCORES, CVG,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

TIME CRISIS (PLAYSTATION)

STORY MODE 12'05"83
Daryl Morris, Essex

TIME ATTACK
Stage 1 2'49"20
Matthew Hopkins (MAT), Crewe
Stage 2 3'48"60
Daryl Morris, Essex
Stage 3 5'06"53
Daryl Morris, Essex

PLAYSTATION MODE
1-2A-3A-4A 9'17"16
Daryl Morris, Essex
1-2A-3B-4B 9'39"53
Matthew Hopkins (MAT), Crewe
1-2A-3B-4C 10'32"80
Matthew Hopkins (MAT), Crewe
1-2B-3B-4B 9'29"66
Matthew Hopkins (MAT), Crewe
1-2B-3B-4C 9'14"00
Matthew Hopkins (MAT), Crewe
1-2B-4C 6'27"33
Matthew Hopkins (MAT), Crewe

V-RALLY (PLAYSTATION)

EASY
Corsica 47"64
Craig Gemmell, Ayr
Indonesia 56"04
Craig Gemmell, Ayr
Spain 55"16
Craig Gemmell, Ayr
England 1'04"52
Craig Gemmell, Ayr

MEDIUM
Safari 58"44
Stephen Haigh (SRH), Reading
New Zealand 1'10"96
Stephen Haigh (SRH), Reading
England 51"44
Stephen Haigh (SRH), Reading
Corsica 52"44
David McDonnell, Wirral
Indonesia 1'00"20
David McDonnell, Wirral
Alps 1'10"56
Craig Gemmell, Ayr

HARD
Corsica 1'33"24
Craig Gemmell, Ayr
Sweden Sunny 1'13"52
Charles Haas (CHF), Holland
Alps Snow 1'11"48
Craig Gemmell, Ayr
Spain 1'20"88
Craig Gemmell, Ayr
New Zealand 1'28"52
Craig Gemmell, Ayr
Safari 1'05"44
Craig Gemmell, Ayr
Sweden Snow 1'23"36
Craig Gemmell, Ayr
Alps Night 1'17"20
Craig Gemmell, Ayr

DESTRUCTION DERBY 2 (PLAYSTATION)

Pine Hills Raceway 22"75
Daniel Webb (DAN), Chester

Chalk Canyon 48"43
Matthew Hopkins (MCCLANE), Crewe

SCA Motorplex 37"83
Mark Rainford (RAZOR), Wigan

Caprio County Raceway 21"23
Matthew Hopkins (MCCLANE), Crewe

Black Sail Valley 30"07
Matthew Hopkins (MCCLANE), Crewe

Liberty City 21"71
Matthew Hopkins (MCCLANE), Crewe

Ultimate Destruction 30"51
Matthew Hopkins (MCCLANE), Crewe

SOUL BLADE (PLAYSTATION)

Arcade Mode 0'18"21 (Cervantes)
Michael Lockwood (MIC), Lancashire

Special Weapon Survival Mode
484 wins (Taki)
Keith Derby (WES), Runcorn

RESIDENT EVIL (PLAYSTATION)

Game Complete 01:40'03
Alex Haas, Holland
Game Complete
(with Rocket Launcher) 01:24'29
Michael Lai, Liverpool

RAGE RACER (PLAYSTATION)

MYTHICAL COAST
Best Lap 0'49"334
Kevin Mackay, Malta
Best Race 2'33"351
Kuljeet Chauhan, Southall

MYTHICAL COAST REVERSE
Best Lap 0'48"871
Michael Lai, Liverpool
Best Race 2'30"246
Michael Lai, Liverpool

OVERPASS CITY
Best Lap 1'12"717
Kuljeet Chauhan, Southall
Best Race 3'45"864
Kuljeet Chauhan, Southall

OVERPASS CITY REVERSE
Best Lap 1'11"979
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'41"441
Miroslav Jeftic (M.J), Ruma, Yugoslavia

LAKESIDE GATE
Best Lap 1'03"713
Michael Lai, Liverpool
Best Race 3'18"552
Michael Lai, Liverpool

LAKESIDE GATE REVERSE
Best Lap 1'09"995
Michael Lai, Liverpool
Best Race 3'34"983
Michael Lai, Liverpool

EXTREME OVAL
Best Lap 0'20"304
Adi Wells, York
Best Race 2'03"940
Adi Wells, York

EXTREME OVAL REVERSE
Best Lap 0'20"336
Adi Wells, York
Best Race 2'05"582
Adi Wells, York

TEKKEN 2 (PLAYSTATION)

156 Wins (Bruce) **Juau "El Mister"**
TIME ATTACK
1'38"26 (Lee Chao Lan)
Paul Powell (POW), Pontypridd

WIPEOUT 2097 (PLAYSTATION)

PHANTOM CLASS TIMES

TALON'S REACH
Best Lap 0'17"1
Thomas Darbyshire, Lancashire
Best Race 1'30"8
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam

SAGARMATHA
Best Lap 0'17"4
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam
Best Race 1'33"8
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam

VALPARAISO
Best Lap 0'29"4
Graham Ndebele (TGN), Tyne & Wear
Best Race 2'40"9
Thomas Darbyshire, Lancashire

PHENITIA PARK
Best Lap 0'27"0
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam
Best Race 2'25"3
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam

GARE D'EUROPA
Best Lap 0'31"7
Graham Ndebele (TGN), Tyne & Wear
Best Race 2'45"1
Graham Ndebele (TGN), Tyne & Wear

ODESSA KEYS
Best Lap 0'31"2
Graham Ndebele (TGN), Tyne & Wear
Best Race 2'49"7
Thomas Darbyshire, Lancashire

VOSTOK ISLAND
Best Lap 0'30"4
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam
Best Race 2'40"9
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam

SPILSKINANKE
Best Lap 0'25"5
Thomas Darbyshire, Lancashire
Best Race 2'16"6
Thomas Darbyshire, Lancashire

RESIDENT EVIL (SATURN)

Battle Mode, Jill 998 points, A grade
Themis Bakas (ACE), Nunhead

SONIC R (SATURN)

RESORT ISLAND
Best Lap 19"44
Sam Draris, Dorset
Best Race 1'00"40
Sam Draris, Dorset
Tag Mode 2'30"56
Sam Draris, Dorset
Balloon Mode 2'37"64
Sam Draris, Dorset

RADICAL CITY
Best Lap 34"12
Daniel Jaques, Leicester
Best Race 1'49"29
Daniel Jaques, Leicester
Tag Mode 4'32"64
Sam Draris, Dorset
Balloon Mode 1'35"24
Sam Draris, Dorset

REGAL RUIN
Best Lap 21"84
Sam Draris, Dorset
Best Race 1'07"92
Sam Draris, Dorset
Tag Mode 36"04
Sam Draris, Dorset
Balloon Mode 1'01"44
Sam Draris, Dorset

REACTIVE FACTORY
Best Lap 27"08
Daniel Jaques, Leicester
Best Race 1'24"48
Daniel Jaques, Leicester

RADIANT EMERALD
Best Lap 43"68
Daniel Jaques, Leicester
Best Race 2'39"00
Daniel Jaques, Leicester

SEGA TOURING CAR CHAMPIONSHIP (SATURN)

COUNTRY
Best Lap 24"315
Stuart Webster, Edinburgh
Best Race 2'04"224
Stuart Webster, Edinburgh

GRUNWALD
Best Lap 31"417
Stuart Webster, Edinburgh
Best Race 2'42"934
Stuart Webster, Edinburgh

BRICKWALL
Best Lap 30"075
Stuart Webster, Edinburgh
Best Race 2'37"443
Stuart Webster, Edinburgh

URBAN
Best Lap 30"981
Stuart Webster, Edinburgh
Best Race 2'41"124
Stuart Webster, Edinburgh

BOOMTOWN
Best Lap 34"708
Stuart Webster, Edinburgh
Best Race 3'00"701
Stuart Webster, Edinburgh

MARVEL SUPER HEROES (SATURN)

Best Score 2,137,200 (Blackheart)
"Buttons Boy" Jim, Isle Of Wight
Best Time 16"81 (Juggernaut)
Stephen Wake, Doncaster

SONIC JAM (SATURN)

SONIC THE HEDGEHOG (Time Attack)
Green Hill Zone 1 23"69
Ryan Carline (RYE), The Master, Chester
Green Hill Zone 2 17"69
Ryan Carline (RYE), The Master, Chester

SEGA RALLY (SATURN)

DESERT
Best Lap 0'47"84
Thomas Haxley, Pencoed
Best Race 2'30"32
Nathan White (NAT), London

FOREST
Best Lap 1'09"39
Nathan White (NAT), London
Best Race 3'32"19
Nathan White (NAT), London

MOUNTAIN
Best Lap 1'05"07
Nathan White (NAT), London
Best Race 3'17"62
Nathan White (NAT), London

LAKESIDE
Best Lap 1'06"01
Nathan White (NAT), London
Best Race 3'21"10
Nathan White (NAT), London

SONIC 3D (SATURN)

Green Grove Zone Boss beaten in 39 seconds
Sarah Cabry (GEM), Sheffield

SATURN BOMBERMAN (SATURN)

Master Game completed, 305860
Richard La Ruina (RIK), Cambridge

VIRTUAL ON (SATURN)

Game Complete
(Hard, Temjin, No continues used) 6'33"35
Romeo Mazzei (R.M), Amsterdam

MANX TT (SATURN)

LAXEY COAST
Best Lap 0'52"84
Steve Lyth, Whitby
Best Race 2'43"80
Andy Beeching, East Sussex

TT COURSE
Best Lap 1'05"48
Andy Beeching, East Sussex
Best Race 3'19"36
Andy Beeching, East Sussex

LAXEY COAST REVERSE MIRROR
Best Lap 0'52"84
Andy Beeching, East Sussex
Best Race 2'43"28
Andy Beeching, East Sussex

TT COURSE REVERSE MIRROR
Best Lap 1'03"56
Andy Beeching, East Sussex
Best Race 3'18"72
Andy Beeching, East Sussex

VIRTUA COP 2 (SATURN)

Virtua Cop 1 Mode
Rank 1 17,031,100
Ryan Carline (RYE), The Master, Chester

FIGHTERS MEGAMIX (SATURN)

Survival Mode, FV Setting, Wolf Stage
3 Mins, Rentahero 26 Wins
Ryan Carline (RYE), The Master, Chester
7 Mins, Rentahero 53 Wins
Ryan Carline (RYE), The Master, Chester
15 Mins, Rentahero 140
"Buttons Boy" Jim, Isle Of Wight

CHRISTMAS NiGHTS (SATURN)

9999+ Link Attack
Nathan White (NAT), London
0'08"632 Time Attack
Themis Bakas (ACE), Nunhead

Sonic Into Dreams
Level and boss complete 4'01"226
Ryan Carline (RYE), Chester

NiGHTS (SATURN)

Puffy beaten with 104 remaining
Brian Lelas (GMB)
Reala beaten with 107 remaining
William Curley, Surrey
Jackle beaten with 104 remaining
Ruverne Latchanna, South Africa
Wizeman beaten with 78 remaining
Nathan White (NAT), London
Gillwing beaten with 109 remaining
Themis Bakas (ACE), Nunhead
Gulpo beaten with 107 remaining
Brian Lelas (GMB)
Clawz beaten with 100 remaining
Nathan White (NAT), London

678780 Points (Spring Valley)
James A. Thompson (JAT), Hull

326 Link (Mystic Forest 1)
Nathan White (NAT), London
565420 (Mystic Forest)
Nathan White (NAT), London

370 Link (Soft Museum 1)
Nathan White (NAT), London

426Link (Splash Garden 1)
Nathan White (NAT), London

379 Link (Frozen Bell 1)
Nathan White (NAT), London
826100 Points (Frozen Bell)
Nathan White (NAT), London

157040 (Twin Seeds)
Nathan White (NAT), London

KING OF FIGHTERS '96 (SATURN)

Survival Mode (Level 8, Iori) 20'43
Yasuhiro Hunter (YAS), Oxford
Arcade Mode (Level 8) 3,564,200
Yasuhiro Hunter (YAS), Oxford

GOLDENEYE (NINTENDO 64)

FACILITY
9999 kills in 82 minutes
Luostarinen Tatu, Helsinki, Finland
Best time 1'46
Luostarinen Tatu, Helsinki, Finland

CONTROL
9999 kills in 93 minutes
Luostarinen Tatu, Helsinki, Finland
Best time 8'14
Luostarinen Tatu, Helsinki, Finland

BUNKER
9999 kills in 78 minutes
Luostarinen Tatu, Helsinki, Finland
Best time 3'41
Luostarinen Tatu, Helsinki, Finland

BUNKER 2
321 kills in 11 minutes
Luostarinen Tatu, Helsinki, Finland
Best time 5'21
Luostarinen Tatu, Helsinki, Finland

AZTEC
9999 kills in 108 minutes
Luostarinen Tatu, Helsinki, Finland
Best time 8'21
Luostarinen Tatu, Helsinki, Finland

LYLAT WARS (NINTENDO 64)

Cornea	205	**Steven Hunt (STE), Cheshire**
M.E.	359	**Michael Lai, Liverpool**
K.A.	221	**Michael Lai, Liverpool**
S.X.	240	**Michael Lai, Liverpool**
M.A.	166	**Michael Lai, Liverpool**
A.G.	347	**Michael Lai, Liverpool**
Venom	227	**Michael Lai, Liverpool**
Total Score 1839		**Sami Somero, Finland**

TUROK (NINTENDO 64)

Training Mode 2'37
Sam Vanhkonen, Finland

SUPER MARIO 64 (NINTENDO 64)

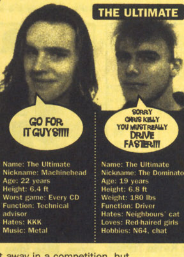
Koopa The Quick 17"0
Andrew Densley (ACD), Bath
Princess Slide 16"1
James Vincent, Co. Kildare
Level 13 180 coins
Michael Lai, Liverpool

SHADOWS OF THE EMPIRE (NINTENDO 64)

Mos Eisley and Beggars Canyon
3 minutes, 38 seconds
David Macfarlane (DSJ), Glasgow

MARIO KART 64 (NINTENDO 64)

A quite remarkable turn of events in the epic battle for *Mario Kart 64* high score supremacy. The two guys from The Netherlands known as "**The Ultimate**" have sent in a new list of lap records along with detailed profiles of themselves. Also included was a letter which read: **"We have played enough *Mario Kart 64*. That is why you can have our game. It is also THE ULTIMATE proof for the records we broke"**. And sure enough, in with the letter was their copy of *Mario Kart 64*! We were going to give



it away in a competition, but unfortunately most of The Ultimate's high scores have been beaten by other readers. Instead we're sending the game back so that they can get in a bit more practice. Sorry guys, and good luck.

LUIGI RACEWAY
Best Lap 27"05
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 1'27"66
George Papapetrou (GEO), London

MOO MOO FARM
Best Lap 24"97
Suman Miah (SUM), London
Best Race 1'17"86
Zack Papapetrou (ZAK), London

KOOPA TROOPA BEACH
Best Lap 26"69
Paul Svensson (AAH), Sweden
Best Race 1'23"95
Paul Svensson (AAH), Sweden

KALIMARI DESERT
Best Lap 34"27
David Hines (EYE), Doncaster
Best Race 1'49"58
David Hines (EYE), Doncaster

TOAD'S TURNPIKE
Best Lap 30"10
David Hines (EYE), Doncaster
Best Race 1'36"48
David Hines (EYE), Doncaster

FRAPPE SNOWLAND
Best Lap 5"52
David Hines (EYE), Doncaster
Best Race 25"98
Marios Papapetrou (MAZ), London

CHOCO MOUNTAIN
Best Lap 24"81
Paul Svensson (AAH), Sweden
Best Race 1'21"63
George Papapetrou (GEO), London

MARIO RACEWAY
Best Lap 16"54
Paul Svensson (AAH), Sweden
Best Race 54"01
Tatu Luostarinen (TJL), Helsinki, Finland

WARIO STADIUM
Best Lap 03"98
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 22"41
George Papapetrou (GEO), London

SHERBERT LAND
Best Lap 33"89
David Hines (EYE), Doncaster
Best Race 1'42"82
David Hines (EYE), Doncaster

ROYAL RACEWAY
Best Lap 34"33
David Hines (EYE), Doncaster
Best Race 1'47"38
David Hines (EYE), Doncaster

BOWSER'S CASTLE
Best Lap 38"42
George Papapetrou (GEO), London
Best Race 1'57"54
George Papapetrou (GEO), London

DONKEY KONG'S JUNGLE PARKWAY
Best Lap 6"73
George Papapetrou (GEO), London
Best Race 38"74
David Hines (EYE), Doncaster

YOSHI VALLEY
Best Lap 9"33
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 1'14"62
David Hines (EYE), Doncaster

BANSHEE BOARDWALK
Best Lap 35"94
Paul Svensson (AAH), Sweden
Best Race 1'49"02
The Ultimate (TUL), The Netherlands

RAINBOW ROAD
Best Lap 1'17"98
David Hines (EYE), Doncaster
Best Race 3'57"47
David Hines (EYE), Doncaster

TEKKEN 3 (ARCADE)

Game Complete (Kuma) 2'51"25
MC Okwuosa (MCO), Holloway

DEAD OR ALIVE (ARCADE)

Normal Mode 3'30"03 Kasumi
E. Nettey (MAN), London

Burst Mode 3'47"31 Kasumi
E. Nettey (MAN), London

HOUSE OF THE DEAD (ARCADE)

Rank 1 66240, all hostages saved
Themis Bakas (ACE), Nunhead

VIRTUA STRIKER 2 (ARCADE)

Tournament won (Spain)
22 goals scored, 2 goals conceded
Themis Bakas (ACE), Nunhead

TOP SKATER (ARCADE)

S Class29400, Course 1
Themis Bakas (ACE), Nunhead

SCUD RACE (ARCADE)

Beginner Night Race
Best Lap 29"31
Paul Clays (P.C), Ostend, Belgium
Best Race 2'00"61
Paul Clays (P.C), Ostend, Belgium



KEY
Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!
Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

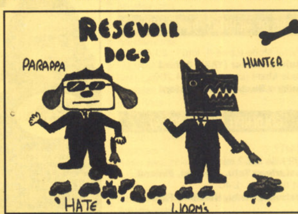
drawinz wot you dun

Watcha! This month the drawinz section celebrates its 21st birthday and to celebrate we have a whole 2 pages dedicated to black and white artwork. Cowabunga!

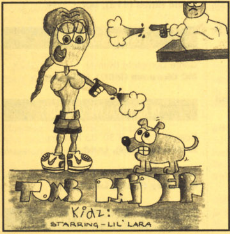
Greetings y'all, you may have noticed great changes to this section over the last 21 months. Of course, if you have noticed, you'd be wrong as it hasn't changed at all. Apart from the standard of artwork getting better each issue. Next month it'll be the 22nd drawinz, so back to the same old tripe.



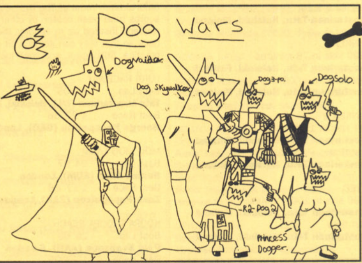
What you talking about? My turds are the purest turds you could possibly imagine thanks Kevin Turner.



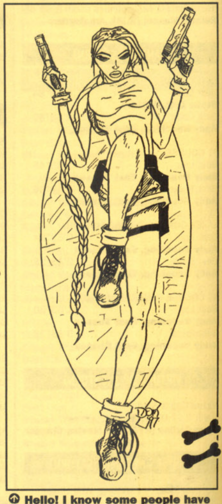
Where are my glasses? I could get blood in my eyes. Nice idea though Alex Penning.



I never ever want to see a 'kids' version of anything again, and that goes double for you Sega. Thanks to Tom Brydges for this illustration.



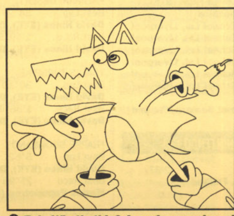
Like I said before, I love Star Wars, but I don't want any-more pictures of it. Let this be the last, Lawrence Wong.



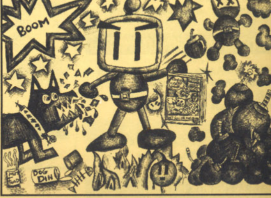
Hello! I know some people have had enough of Lara, but not me! Woof-Woof. Thanks Danny Preston.



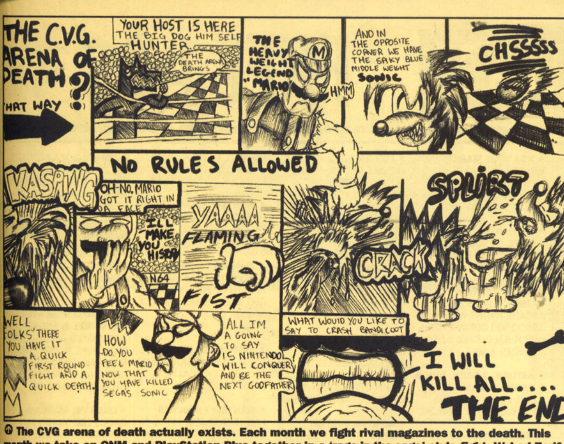
'U rappin' bad'. Surely a bomb would make a bigger hole. Oh well...thanks to Tom Penith.

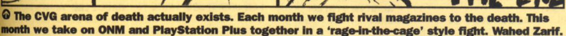


Eek. What's this? An ugly cross-breed that's what, courtesy of Mr Penith.

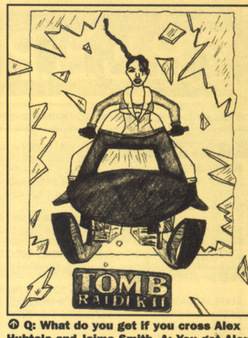


Bomberman is boring. All he does is drop bombs all day – boring! So no more James cross.

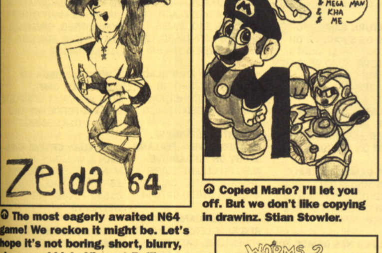




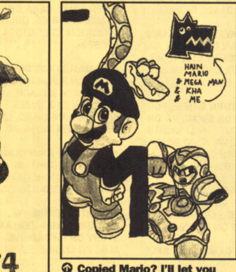
The CVG arena of death actually exists. Each month we fight rival magazines to the death. This month we take on ONM and PlayStation Plus together in a 'rage-in-the-cage' style fight. Wahed Zarif.



Q: What do you get if you cross Alex Huhtala and Jaime Smith. A: You get Alex Smith the artist behind this drawing.



The most eagerly awaited N64 game! We reckon it might be. Let's hope it's not boring, short, blurry, slow or rubbish. Vincent Bollins.



Copied Mario? I'll let you off. But we don't like copying in drawinz. Stian Stowler.

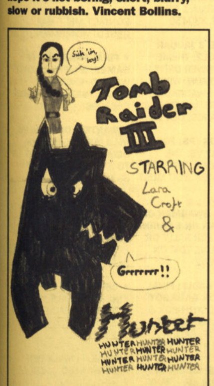


More breast, legs, bums, blood and killing please Mr Tom Brydges.



Cool art. Nice shadow effect, but you obviously got a bit bored on the left leg though. Thanks to Koon Wong.

drawinz wot you dun

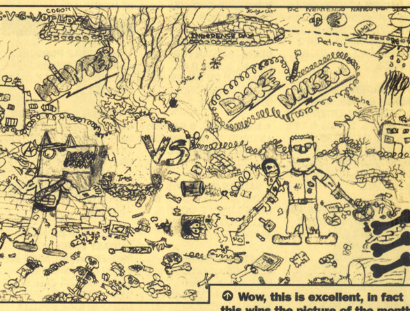


Now, what are the odds of a *Tomb Raider 3* eh? Pretty likely I would say. The odds of me in the game...? I just don't know. Thanks, mystery man.

What is THIS!!! I'll tell you, *Worms 2*, that's what, three turds for David Tyler.



The head of a Tamagotchi and the body of a... eh... ... man.... that's Tamagotchi man. Sam Denith.



Wow, this is excellent, in fact this wins the picture of the month award (no prize). Big thanks to Paul C and Daniel Corney.



More action, blood, atmosphere, swords and fantasy please Ben Jewell.



Send 'em in to:

drawinz wot you dun

CVG, Emap Images, 37-38 Millharbour, The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah, no more. Please print...

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PLEASE NOTE: WE PRINT ALL LETTERS IN FULL, EXACTLY AS WE GET THEM. TERRIBLE SPELLING MISTAKES INCLUDED.

FREEPLAY FAN

Do you dream of a single video game all day and all night? Do you arrange your Alphabetti Spaghetti so that it spells out the lead character's name? Do you spend all your spare time playing a game, even though you've completed it 20 times before? Do you hum game music while walking down the street? Face it – you're in love! Tell the world what's so great about your favourite game and send it to FreePlay Fan!

FREEPLAY FAN, COMPUTER AND VIDEO GAMES, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON, E14 9TZ

Dear CVG,

I read your magazine as often as I can, when I'm not playing the arcade perfect PC version of *FX-Fighter (it was never in the arcade, so how can it be arcade perfect? Aaah, forget it. – CVG).* What I wanted to should about was that I am a great fan of polygons. I'll be the first to admit that a game needs more than these classic shapes, i.e. sound. But polygons are used to such a high level of perfection in *Pandemonium, Virtual Fighter 2*, and *TIE-Fighter.*

They give a game depth and an edge of vulnerability as unlike 2D sprites, which are boring and repetative e.g. *Dragon Force* (which I immediately swapped for *VF Remix*, you can see every side of a character and they cannot hide behind their linearness.

Comparing one new age console to another it is clear that the Lynx relies on sprite based games, i.e *California Games* and the N64 has many more polygons which could explain the Lynx's failure. Looking at *Pandemonium* we can see that the bosses would be impossible to recreate in 2D because they travel in circles and contain large amounts of moving polygons. The only complaint I have about *Pandemonium* is the lack of true wit and transparent effects.

In closing I would like to summarise the argument between sprite based and animé games, sprites are flat and animé games like *Resident Evil* are round. Oh, who is your favourite *FX-Fighter* mine is KWONDO.

Yours Sincerely,
Rob-theBox-Whittlebow
(Saturn Uber Gamer)

Akira Yuki: Polygons are better than 2D drawings, says "Rob-the-Box".



Dear CVG,

Thank you for such a cool mag and for Retro Cabin – the perfect haven for retro addicts like myself.

I am a huge fan of the C64 and its long list of top games – both original and conversion (*Pac Land, R-Type, Wonderboy* and *Turbo Outrun* are absolutely ace!). However, my main reason for writing this letter is to share my mammoth interest in C64 music.

Although there have been some excellent tunes in recent years (such as *Axelay, Secret of Mana, Streets of Rage* and more recently *NiGHTS* and *Shining Wisdom*), most game music has deteriorated into either insipid repetitive techno (*Wipeout*), tuneless American pap (*Pandemonium)* or grating guitar riffs (*Sega Rally*). This is in huge contrast to the time when Rob Hubbard was a household name.

There is a cast range of C64 SID music and players on the internet. I use the excellent PlaySID on the Amiga, but there are players for the PC and Mac too.

My favourite C64 composers and tunes are as follows and I urge any CVG reader who's serious about their music to listen to them:-

Tim Follin: *Ghouls and Ghosts* (no true gamesplayer should miss out on this game's atmospheric melodies), *LED Storm, Bionic Commando, Black Lamp.*

Rob Hubbard: *Monty on the Run* (my personal fave game tune ever), *Auf Wiedersehen Monty* (weird and wonderful), *One Man & His Droid, Delta.*

Maniacs of Noise (where is Jeroen Tel now?): *Hawkeye, Cybernoid, Kinetix, Zamzara, Alloyrun, Scorpion, After the War.*

Other top tunes include *Loopz, Slap Fight, Shadow Fire, Super Wonderboy, Super Hang On, Task 3*, and *Batman – The Caped Crusader* (as well as the Ocean loader tunes).

I know this letter is long but please print it in its entirety, otherwise CVG readers and the world in general will have suffered a great injustice.

Thanks, Nathan White.

Rob Hubbard: Once a household name, according to Nathan White.

The Commodore 64: Geniuses crafted its squeaks, beeps and pips into beautiful tunes.



Dear FreePlay Fan,

Monkey Island is brilliant there, I've said it. It was the first real game I'd played, and it did the PC proud. The graphics were brilliant, the pixels could hardly be seen, so detailed, so vast, so... big. I bet more than 200 screens were put into that game, not counting the sequel. Amazing!

And what about the storyline? From the swordfighting to rowing round *Monkey Island*. Excellent, excellent, EXCELLENT. Who the heck things these things up? The greatest genius of all time, no doubt. Soon I was totally obsoved to the screen. Yes, right down to the last mintue of the game when Guybrush blew LeChucks head off with the root beer.

No sooner than I had completed the games when I got the sequel.

Monkey Island 2: LeChuck's Revenge blew *Manic Mansion* of the map of point-and-click's permantly. And probably it was better than *M.I.* one. It is totally brilliant, as I've said before. The maps were better, the graphics were the most spacious thing I'd seen, and the storyline fell on me like a ton of lighting.

My two best bits were the spitting contest on Booty Island, and the Gambling Alley on Phatt Island. I wish I could have just go on, and on, wining more money. Within days I had completed this game as wells. (Yes, both the Hard and Easy modes!).

Now I hear *Monkey Island 3* is on the way. I do not doubt it will be as brilliant as the others. Oh, the lovely detailed cutscenes sketched by hand and pixel. Lavished and shiny, it could not get better, belive you me!

The sounds for both games are humorous and hallously funny. The sound of Wally doing a widdle while he and Guybrush are in LeChuck's torture chamber is tourture!

I do hope I'm not going on a bit, but belive me. I have every reason. The basic message I'm trying to get through to you is, if you own a P.C. but you don't own a *Monkey Island* game, then for god's sake go out and buy them!!!

Yours,
Joseph Reader

PS. I like that bit where the libarian goes to get a book, and her chair – sorry, but I can't suddenly write any more...

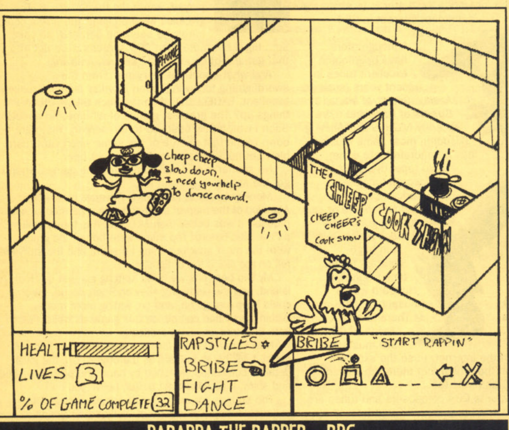


***The Curse Of Monkey Island*: This classic game series fell on Joseph Reader "like a ton of lighting". It had the same effect on us, you know.**

MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

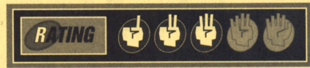
Due to the over-whelming popularity of Melting Pot, it gets two pages this month. Two pages where you can present your awesome game idea to the world, and, by getting it printed, copyright it in the process. What's more, there's actually some great games here (not the weak-assed retarded crap we normally get). Just remember, keep the concepts short (about 250 words) and include a 'screenshot'.



PARAPPA THE RAPPER – RPG

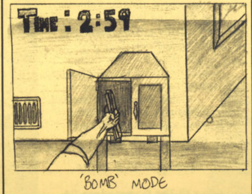
© Daniel Lusby, 1997

The game is set out like *FFVII*. You are PaRappa, and you're running late for a gig. You have to make your way through the city to get to it, but on your way you meet a gang who hate you, because you rap better than them. During the game you have to learn from your old pals more about rapping and fighting! You will meet an old friend at the start or end of each level to rap with, but you have to convince them to teach you. As in the original game you rap with them, and your power gets high ready for fighting. Though this time if you get three 'rappin poors' your pal runs off, and your power stays low for the entire level. If you make it to the end of the level, someone is there to give you more power for the next level. This is more addictive than the original game. Which makes *PaRappa the Rapper RPG* one of the greatest games of all time.

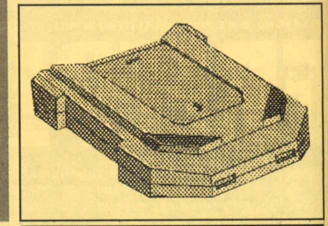




Paul Davies striking some sordid deal?! Time to put that punk down... for good.



Clearly Alex Huhtala is one of the many targets. Look, it's his tiny cottage.

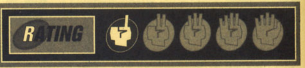


NEW GAMES CONSOLE

© Tanvir Khan, Slough 1997

I'm sending you my design of a games console which I designed myself. I just want your opinion on it.

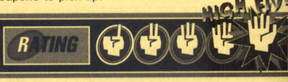
Yes but what does this console do? Right now its only useful purpose would be as a coaster.



PRISON

© Chris Thursten, Liverpool 1997

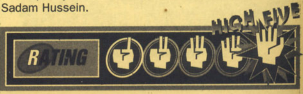
In Prison there would be three modes of play. No.1 is Prison Owner, a game where you have to get your prison up and running. This includes choosing the site, hiring guards, beefing up security, stopping riots and the like. No.2 is Escape, in which you take the role of a criminal trying to escape. You could start in any cell of fifty prisons, and your first task is to find a way out. This could include finding secret trapdoors, loose brickwork, or even kicking guards when they come to give you food! Then you have to avoid cameras, guards and spotlights. Game No.3 would be called Chase. In this game you would have to track an escaping criminal out of the prison and into the surrounding area. This could be grasslands, forest, the city or even the sea! Once they are in your sight you have a choice of what to do. You can catch and arrest them, or if they're getting away quickly you can gun them down from a distance! Later levels could include more than one criminal escaping, and possibly weapons to pick up.



ASSASSINATION

©Luke Nardoni, Swindon 1997

In this game you play the part of an assassin. You are paid by the Pentagon for every assassination you carry out. The game would use a *Goldeneye* style. You can assassinate each person in one of two modes, sniper or bomb. In sniper mode you would wait for the target to step into view and then gun him/her down. This is harder than it sounds because once you have hit the target, you have to hit many armed bodyguards. In bomb mode you have to break into the target's workplace – the Whitehouse for example. Once inside you have to avoid bodyguards and security, then find a suitable place to plant a time-bomb. Once you've planted the bomb, you have a limited time to get out of the place, and into a getaway car before the building goes bang. You start the game by killing small-time people – like your local MP. The end levels will require you to kill the likes of Bill Clinton and Sadam Hussein.



THE ORIGINAL JURASSIC THEMEPARK

© Gary 'Baldi' Ollivant, Barnsley 1996

Dear CVG,

I hate to complain, but the *Jurassic Themepark* idea printed in issue #192 is mine! I entered it into Super Play's Daydreaming column, in March 1996. No hard feelings Tom Guise.



(And here's the proof...)

I'd like to see an Ultra 64 game based on Jurassic Park where, very simply, you'd build your own park, with munching dinos and all. It'd involve building cages, pens, fences, recreational facilities, car rails, power cables, etc. You'd then deal with stuff like safety, staff, security, dinosaur diets and maybe even their DNA structure. The main aim of the game would be to get as many people to your park as possible and then make sure they stay happy (and don't get eaten or anything). There could be scenarios like the T-Rex escaping or Raptors invading the visitor's centre. To examine your park, you could walk around it yourself, asking others what they think; look at it from the point-of-view of any visitor; look at it from a dinosaur's perspective; take a chopper ride; or use a fully-rotatable scale model, *Sim City*-style.

Tom: Okay Gary, I concede. You came up with it first, but I didn't copy you. And my idea was better.



STREET RAGE

© Thomas Usher, Suffolk 1997

A beat 'em up where you can choose between six different gangs of zombies, drug dealers, rebelling kids, mobsters, cops and a special aliens gang. There are five people on a team, and you can change your player because it's in lovely 3D. Also you buy weapons like tanks and helicopters. There are seven different stages including the mothership!

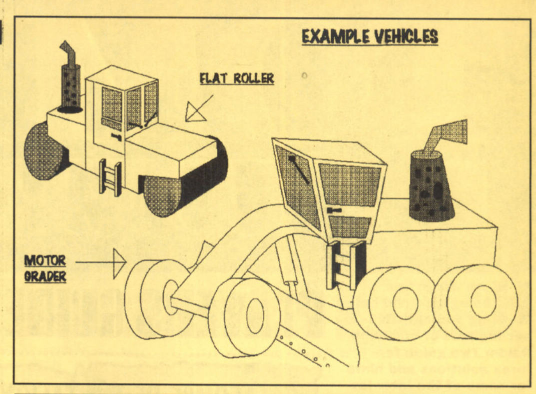


MANC TT PIZZA-BIKE

©The Cug-Lords, 1997

Take to the streets of Manchester in this frighteningly addictive tour of some of the city's more notorious spots. The aim is to deliver pizzas, break the speed limit and most importantly survive. These streets are owned by gangs of drug dealers, pimps and Man U fans. They're packing heat and all you've got for protection are your wits. Your late-nite eatery can only provide you with a burnt-out 50cc scooter. These streets are tough, but you must be tougher. Get those pizzas delivered before the timer runs-out or your customers can demand their slices for free – game over. Be successful and your boss will promote you to a tougher neighbourhood. The final level is set in the notorious Moss Side. Complete the game and even though you're still a pizza-delivery guy you'll be known as the King of Manchester.





CONSTRUCTION YARD

© Phil Veater, Doncaster 1997

The basic idea of the game is that racing takes place between several constuction yard vehicles, over several different work sites. Such sites include a motorway constuction – featuring long fast sections littered with piles of stone, sand and tarmac, but beware! One side of the motorway is still operational, complete with live traffic to have a smashing time. Other sites would include the construction of a housing estate, complete with supervisors roaming around. A new 12-mile tunnel with perilous maintenance trains operating, and an airport runway complete with hairpin bends, icy runways and adverse weather conditions.

During play each individual vehicle has a special function. These include a fitted vibrator on the roller – rumble the ground till something falls. A 15ft blade on the motor grader moves earth, sand and stone to your advantage, and a 1.5 ton bucket on the excavator to smash your opponents to oblivion! The vehicles can also interact with the scenery to rack up extra points. Kill supervisors, smash cars, crumble houses etc. The game features a four-player mode for head-to-head racing and several secret tracks and vehicles for improved life-span of the game.

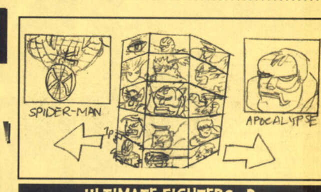


AROUND THE WORLD IN EIGHTY WAYS

© Tony Mear, Surrey 1997

I would make a game loosely connected with the Jules Verne classic, Around the World in Eighty Days. The game would have a proper title, but it would be underlined by Around the World in Eighty Ways.

The game would involve circumnavigating the globe using 80 different forms of transport. These would vary from the obvious, like the paddle-steamer and hot-air balloon in the book, to the more unusual such as a pogo stick and a shopping trolley. Only some of the vehicles would be essential to progress, but finding others would open up previously inaccessible areas, and some would allow you to participate in sub-quests and mini-games. For example, finding the skateboard in a shopping mall would allow you to compete in the local street gang's race through the sewer system. If you won there would be a special prize that could help you on your journey. The ending of the game could be linked to your success at finding all of the vehicles.

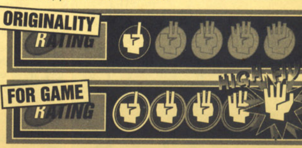


ULTIMATE FIGHTERS 2D

© Doh, they forgot their name! 1997

This game would be a phenomenal cross-over of companies Capcom and SNK! Featuring all, yes ALL the characters from the *Street Fighter* and *Marvel Super Heroes* series, and all the characters from the *King of Fighters*, *Samurai Spirits*, *Real Bout* and *Fatal Fury* series!!! It features all the modes a fighting game would have. You can also play as any of the bosses. It would also have guard crushes, alpha-infinity counters, four types of jumps, super arts, custom combos, POW ability bars, super death-blow finishes and the infinity gems. Oh, and all the stages would be there, plus some new ones.





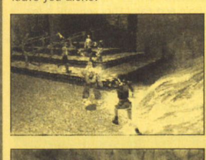
TOMB RAIDER II

PLAYERS GUIDE PART 2

Here we go again, being nice and helping you out. This second part of our Tomb Raider Two guide features solutions and hints for some of the later levels in the game. If you feel brave enough and don't want us spoiling your fun, stop reading right now.
If however you're in despair and just can't figure out what to do next, maybe this game isn't for you... only kidding.

BARKHANG MONASTERY

Ah finally, a sanctuary of peace and meditation -- yeah right! As soon as you start the level you witness a massacre in the making. Your old chums, the bad Italian guy.s appear to have said 'Hello, we come in peace' in the wrong language, and the monks are not amused. So what's it to you? Well, Lara can either shoot them all and face the consequences, or be a nice girl and chant Hare Krishna along. We suggest you help the monks get rid of the bad guys. Not only is it politically correct, but if you accidentally shoot even one monk, every single one will attack you! Once inside you'll soon find yourself out of ammo. Barkhang Monastery is one very overpopulated place! If you manage to shoot no monks, they leave you alone.





CATACOMBS OF THE TALION

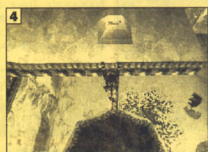
First of all, when you get to the Catacombs you'll see a bridge above you, and you'll probably try to get onto it – without any success. Forget about it for now, you'll cross the bridge on a later level.



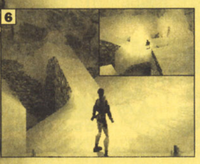

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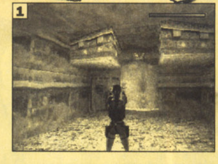

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There is another suspended bridge in this part of the level. Cross it, then do a running jump and grab the ladder **(1)**. You'll soon find yourselves above a large pool of water. Swim to the closed gate **(2)**, in front of it is a rock you can climb,
then do a running jump and grab the ladder in front (it looks too far away, but Lara will grab it). Climb up and do a backflip. You'll land on a platform with a switch to open the gate. Go through and pull the switch, walk to the edge and you'll see you're above a big flame suspended from the platform Lara is standing on **(3)**. Now you need to get back to the bottom and the easiest way to do that is to walk up directly above either one of the chains suspending the flame, then lower Lara down **(4)**. From this position the flame won't burn Lara, she can lower herself down without getting hurt. Go to the room that you have just opened **(5)** and let the giant snowballs roll past. Below you is a pit which hides a medical pack, grenades and M16 bullets, and also a switch to open side doors, but you'll have to get rid of the leopards first. Now get back up into the room and start another avalanche to break the ice covering the passage to your right **(6)**. The room it leads to has two floor switches that open a door into another room **(7)**, but only for a short while. The next room **(8)** has spikes on the floor, a door at the other end and scaleable walls. If you climb the walls you'll find a secret. Now work fast if you want to get out of here. The door at the other end - your exit, is timed by the floor switches in the previous room. So go back, step on the switches again, jump across the spikes and you're out. It's probably best to save before you attempt this.

ICE PALACE

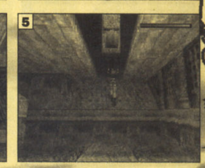
You've just begun the level and there's a closed door. Ring (shoot really) the giant bell and you're in **(1)**. You enter a big room with lots of yetis in a suspended cage and trampolines on the ground **(2)**. Make sure you explore the room, a big medical pack is in one corner. Now you need to open the two gates to get out, so walk onto the trampoline in the middle of the room **(3)** and grab the edge of the platform high above. Be careful when jumping off trampolines, Lara will die if she falls. There's a switch nearby which lowers the suspended cage. After you get rid of the yetis, go to the cage. Another switch will lower a bridge for you to jump on to, it's on the other side of the room **(4)**. Again, walk onto the trampoline, jump up and shoot the bell. Once the gate is opened, the second gate will open if you shoot the bell above the tall, narrow slope **(5)**. Once through the gate, there are more bells and trampolines. By now you should have trampoline-jumping and bell-shooting down to a tee.


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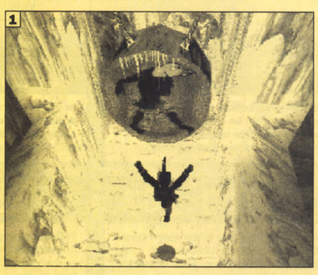

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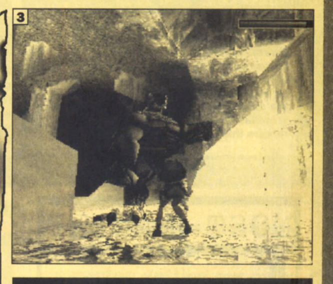

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ICE PALACE – THE MEAN MACHINE

As you see the flame you stood on in the previous level melting the ice, you'll probably say you knew that was gonna happen – once. Well make sure you have plenty of ammo before you dive into the water, there are lots of yetis on the other side. And don't forget to pick up the gong hammer. After killing the yetis and successfully negotiating the upcoming pitfalls, Lara drops down to the giant gong **(1)**. Before you attempt to leave the shrine, go to the hidden middle part **(2)** and get the idol. You could go now, if it wasn't for the fearsome big robot set to stop you **(3)**. A perfect opportunity to play with your grenade launcher, and all the grenades you found minutes ago.


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FLOATING ISLANDS

Now this level is something else! Scattered cherry trees, glowing green platforms in mid-air and a big black void, it's all very conceptual. First, get down to two small green platforms to the right **(1)** and jump across to the big platform with a hut. One of the stone knights will wake up when you get across. When you put him to sleep, climb up to the rock by the tree **(2)** and up to the roof to find a secret. If you explore this area, you'll soon find there's nowhere to go next. Walk up to the right edge of the platform and lower Lara **(3)**, there's a ledge below which she can grab and then climb up. A switch will lower a bridge for Lara to jump from, to get to the 'green pastures' in front. After a series of jumps you'll end up on top of a giant T-shaped cage. On one end below you is a switch, on the other **(4)** is a way in. Lara can't simply just lower herself down and grab the edge, she has to do a backflip onto the sloped platform in front, then slide, jump and grab. The switch will open another gate for you to get out of the cage. Again, Lara has to lower herself onto the slope, slide backwards and then do a backflip to the platform with the hut **(5)**.


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Once you've got past this lot, the end is almost in sight. We guess it'll be more frustrating waiting for the next inevitable instalment of Ms. Crofts latest expedition. Lara's been put in some pretty dangerous situations, and visited some exotic locations for her second adventure, and we were all invited along with her. To anyone who's completed the game already, we offer congratulations. To those that haven't we hope these guides have been a help. If however you're still stuck in a place that we haven't offered help on, then please write in, and tell us your problem and we'll see what we can do. Until the next time, happy trails!

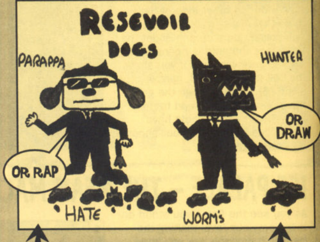


WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, FREE ADS, ETC.) IF YOU DON'T THE OFFICE GOES INTO A MAD FRENZY. RESULTING IN THE DEATH OF ONE OR MORE PERSONS.

FREEPLAY

COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ



Well, that's all for this month. Help us keep up the high standard of FreePlay by sending in everything you know about games (preferably things that fall into the categories below). The more we get, the better the section, so if we receive nothing, that's what you'll get, buster!

TIPS

Tips is just an excuse to draw pictures of Ed and compile rubbish old black and white artwork. Why not help us fill in the gaps (text) by sending in red-hot cheats for brand new games. Don't waste our time sending in cheats from previous issues of CVG. We want genuine tips that you have found yourself. The best tips can win the sender the game of their choice.

MOST WANTED

We want to know what you're looking forward to in the next few months (or years). You don't have to put down games you know are coming out, just what you would love to see, i.e Capcom vs Sega fighting game. We compile all the entries and print them on the front of FreePlay. Entries for all categories require this information.

HIGH SCORES

Just like Ed Lomas and Paul Rand, you too could be a legend in the arcade and gain ultimate respect from the hardcore gaming Otaku.

METING POT

Shows us that you know more than Capcom, Rare and Ubisoft put together. Write about your dream game, with a picture or two to boot.

FREE ADS

Sell your old games and exchange for others. In our 'Free Adverts' section of the mag. Please don't advertise copied games, otherwise we'll come round and shoot you.

ART/CARTOONS

In our award winning 'drawinz' section good pictures are awarded with a bone, while bad ones get a stinky turd. Mediocre drawinz win nothing and are usually just ignored.

FREEPLAY FAN

Tells us why you think *James Pond: Robocod* is better than *Mario 64*. Or why Paul Davies is the most beautiful man you've ever seen. Write a fan letter to convert everyone else.

FANZINES

Show the whole team of CVG what a real mag looks like. We don't just want photo-copied pages of our mag, or re-stapled pages of Sega Saturn Mag. Send in your effort and advertise at the same time. Wizard!

MOST WANTED

IN ORDER OF IMPORTANCE

1 ....
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NAME ....

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TO BE PRINTED YES/NO? (DELETE AS APPROPRIATE)

CONTRIBUTION IN NO MORE THAN 20 WORDS - PLEASE USE BLOCK CAPITAL LETTERS!

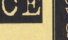
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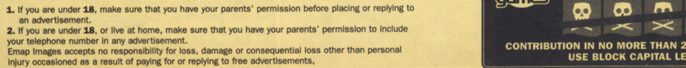
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computer and video games

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